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TIPS

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# PlayStation *Tips*

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COMPLETE WALKTHROUGH!

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EVERY LEVEL TOTALLY DUSTED  
All 30 secrets **UNCOVERED!**

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TEKKEN  
**PAGE 21**  
TAG  
TOURNAMENT

THE WORLD  
IS NOT  
ENOUGH  
**PAGE 41**

OVER  
2000  
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12-PAGE A-Z  
of PlayStation  
cheats!



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Top 20 moves and bonus fighters revealed inside!

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Survive as 007 with our in-depth level-by-level guide!



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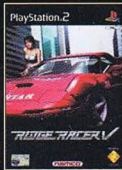


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**RIDGE RACER V** NOW EVEN FASTER

PlayStation 2





## Editor's Letter..

### Editorial

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2001 swings  
into high gear  
with another  
storming issue,  
groaning at the  
seams with all  
the best games

beaten to within an inch of their tiny lives!

*Tomb Raider Chronicles* is first under the  
scalpel, we play the Croftster's PSone swan song  
through from start to finish, with all the posh  
bird's most intimate secrets uncovered! Cheating  
death has never been easier or quite so much  
fun. Next, *Tekken Tag Tournament* is beaten to  
bits on p21 with every fighter's top 20 moves  
listed and rated for difficulty – plus everyone's  
ideal tag partner! It's a riot!

*SSX Snowboarding's* up next on p29, and  
guess what? We've got the whole frosty high-  
speed kit and caboodle mapped, including the  
two secret stages. 007 returns in *The World Is  
Not Enough* and everything comes under the  
nuclear-powered microscope with a huge  
telescopic walkthrough over on p41.

You want more? A whopping mapped solution  
to the terrifyingly brilliant *Dino Crisis 2* is lying  
in wait on p51, while our guide to staying alive  
with the French Resistance, in *Medal Of Honour:  
Underground*, is explored mission-by-mission  
and tactically surfaces over on p61.

Finally, *Spyro 2* turns Platinum this month,  
and there's a whopping 13-page guide to every  
level starting on p71, plus the cream of the latest  
Powerline tips over on p84. And don't forget the  
massive guide to *Spyro 3* in your free book!

Happy Gaming!

Iain White (Editor)



## COVER HIGHLIGHTS

### Tomb Raider Chronicles 007

Lara comes back from the dead in this time-warping sequel  
which visits her past life, and we've uncovered all 30 of the  
hidden secrets in our huge 14-page walkthrough!

### Tekken Tag Tournament 021

Sequel to the best fighting game of all time on the  
PlayStation, we burst the world of PlayStation 2 gaming  
wide open with this huge fighting and tag partner guide

### SSX Snowboard Supercross 029

It's the fastest, most exciting sports racer on PS2, and  
we've got every trick and tactic exposed, plus, all the  
courses mapped to perfection. Become a board master!

### The World Is Not Enough 041

Survive as 007 in this cinematic espionage adventure, as we  
uncover every objective in this expert guide to every level

### Dino Crisis 2 051

Ended up as human sushi once too often? Never mind, help  
is at hand in our huge mapped solution. Find all the items,  
Dino files and weapons and beat all the tricky bits!

### Medal of Honour: Underground 061

Travel from France to Crete and keep your head in occupied  
Europe with our enormous survival guide. Stay alive with the  
resistance and complete every single level in the game!

### Spyro 2: Gateway to Glimmer 071

Finish the adventure and collect at least 55 hidden Orbs to  
gain access to the secret bonus level, Dragon Shores!

FOR FULL ISSUE CONTENTS **TURN OVER NOW!**





007

## Tomb Raider Chronicles

Back from the dead in her latest sequel, join Lara in a time warp through her past life's adventures with our massive walkthrough



021

## Tekken Tag Tournament

Become a master of the best beat-'em-up on PlayStation 2 with ideal tag partners and top 20 moves listed for each character!



041

## The World Is Not Enough

007's latest outing is smoother than a velvet pool table, beat the terrorists with every objective uncovered and level completed!



051

## Dino Crisis 2

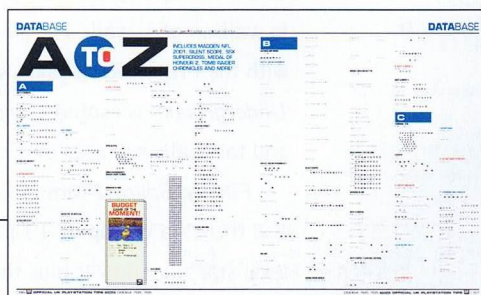
Save yourself from becoming just another Tyrannosaurus burger with this fully-mapped guide to all the levels, weapons and Dino files!



071

## Spyro 2: Gateway To Glimmer

Collect all the hidden orbs and find all the talismans with our guide to this sprawling and hugely varied cartoon adventure!



086

## A to Z of tips, cheats and codes

Stuck on your favourite game and need to access a secret character? Dive into our expert database for a world of cheats!

**"Drop to the floor level and inspect the central pillar for a climb-able wall."**

TOMB RAIDER CHRONICLES PAGE 009

**"The tail of the board is very flexible and will absorb plenty of heavy impacts."**

SSX SNOWBOARD SUPERCROSS PAGE 030





029

## SSX Snowboard Supercross

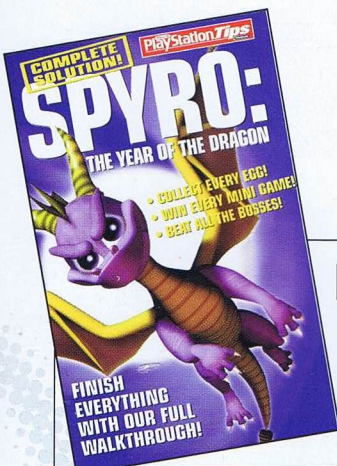
Everything you need to tame PlayStation 2's fastest, most exciting sports racer with every course, tactic and trick laid bare



061

## Medal of Honour: Underground

Stick to your guns and succeed in occupied Europe with this level by level mission guide to survival with the resistance forces!



## Free Book!

Spyro's best adventure yet, played from start to finish! Beat every boss, win every mini game and get every egg! We show you how!

## Cut out and keep!

What on earth are all those lines and holes dotted around the side of the pages, you might well ask? Well, these are so you can 'cut out and keep' the guides you really want. Most people buy the magazine for one or two games, so we've made it even easier to split into sections!

## REGULARS

### Powerline 084

Your ticket to cheat code heaven, with the cream of this month's crop courtesy of Sony's team of tipsmeisters at Powerline. See page 85 for further details or call the number at the foot of the page

### A-Z 086

Stuck on your favourite game? The answer's simple. Look up our massive A-Z and become unstuck! With over 2000 entries, our tips database is groaning at the seams with expert cheats for PSone and PS2! Burst those games wide open!

### Next Issue 098

All the best PSone and PS2 games tipped senseless including: Final Fantasy IX, Fear Effect 2, ISS Pro Evolution, Matt Hoffman's Pro BMX, Legacy Of Kain: Soul Reaver II, Unreal Tournament, Gran Turismo 3 and Wipeout Fusion\*

\*Due to circumstances beyond our control, contents are subject to change



**"Leg it after Christmas Jones while taking out her henchmen as you go."**

THE WORLD IS NOT ENOUGH PAGE 042



# Video Gamer

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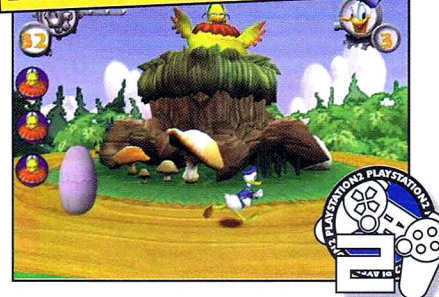
**WWF Smackdown! 2**



**ESPN Winter X-Games Snowboarding**



**Donald Duck Quack Attack**



**The Legend Of Dragoon**



**FIFA 2001**



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**February 6<sup>th</sup>**

[vgm@futurenet.co.uk](mailto:vgm@futurenet.co.uk)



# Tomb Raider Chronicles

OFFICIAL  
SOLUTION!

DEATH CERTAINLY BECOMES HER, AS CROFTY BOUNCES BACK FROM THE GRAVE IN HER FIFTH OUTING AND HER FOUR HUNDREDTH OUTFIT. TAKE A JOURNEY WITH US FROM RUSSIA TO ITALY AS WE EXPLORE EVERY NOOK AND CRANNY AND EXPOSE ALL THE POSH GIRL'S HIDDEN SECRETS!

**I** magine being able to see your own funeral. Discovering who turned up, who snivelled into their hanky, and who ate all those pineapple and cheese things on sticks. Well, Lara Croft can. While the mourners believe her to be trapped in a tomb, this girl could never be stopped by something as trifling as mere death. Shaking the dust from her trade-mark hotpants, she bounces back into her greatest adventure all the way from six feet under.

Like any good memorial, *Chronicles* is a glorious ode to the deceased. Picking out each of her finest moments from the last four chapters, it crams them into a thrilling swansong. The action thriller, the stealthy sneak-'em-up, a pure puzzle level and the traditional adventure section, all are here. With new moves, even tighter costumes and further 'enhancement', the late lamented Lara is back: in leather! To keep you alive, we've leapt every gap, shot every baddy and collected every single secret.

OFFICIAL UK  
**PlayStation**  
Magazine  
**VERDICT**

OVERALL

"Chronicles shows just how good an adventure game can be. The next generation Lara's is reputed to be something 'different', but as long as Core maintain these high standards, she'll be in great hands."

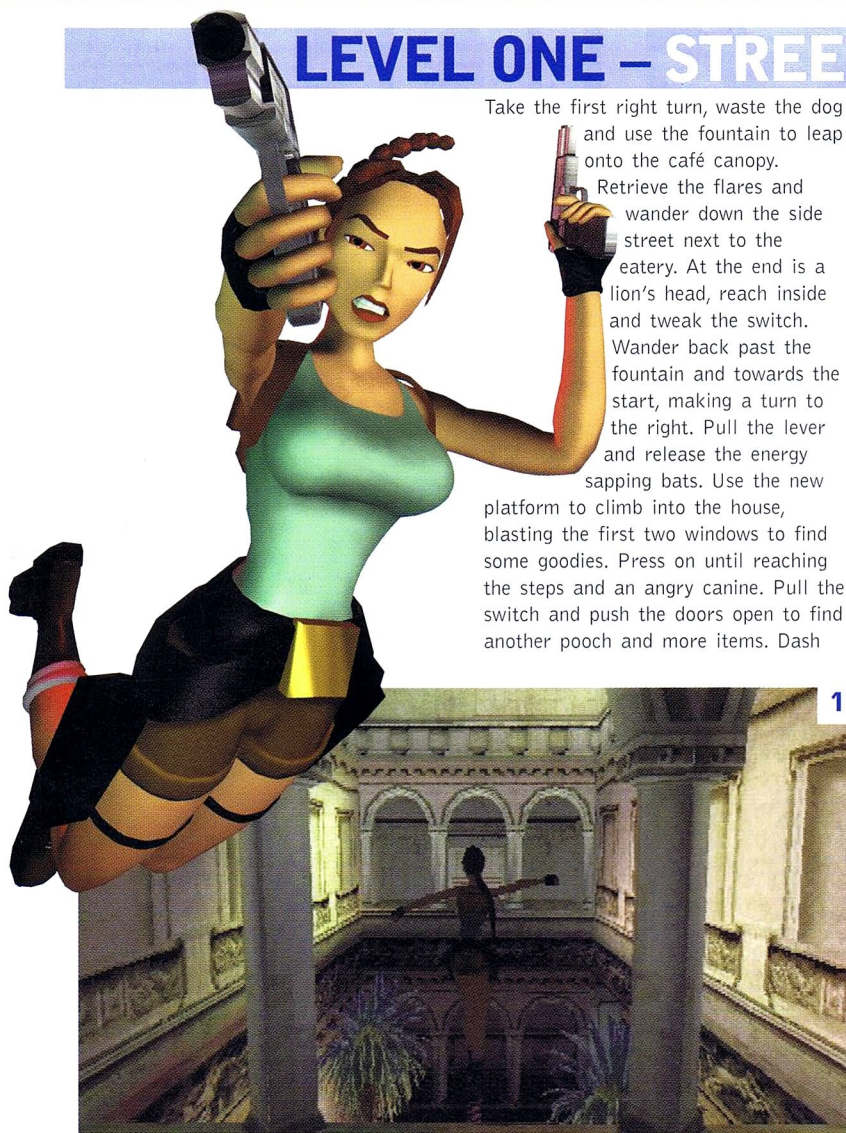
**10**

OUT OF 10



# LEVEL ONE – STREETS OF ROME

## ROME



Take the first right turn, waste the dog and use the fountain to leap onto the café canopy. Retrieve the flares and wander down the side street next to the eatery. At the end is a lion's head, reach inside and tweak the switch. Wander back past the fountain and towards the start, making a turn to the right. Pull the lever and release the energy sapping bats. Use the new platform to climb into the house, blasting the first two windows to find some goodies. Press on until reaching the steps and an angry canine. Pull the switch and push the doors open to find another pooch and more items. Dash

back up the stairs and blast another window and leap across the gap. Turn left and collect the Golden Key before returning to the fountain.

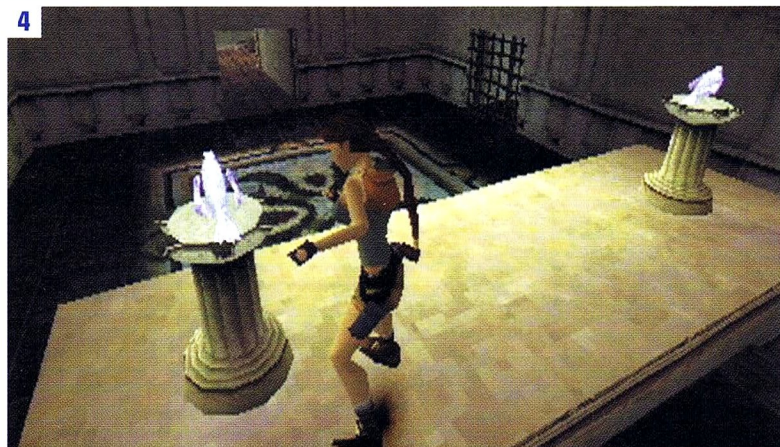
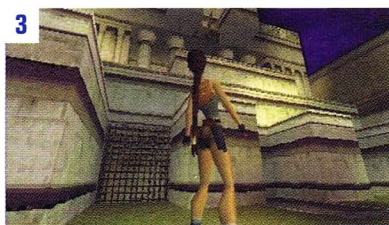
Open the nearby blue doors and arm yourself for a fight with Larson. Once he retreats, follow him and pilfer the discarded Medipack. Clamber on top of the crate and collect the Garden key before blundering into another firefight. Once that's finished, press Action and hold up to wander onto the tightrope **(1)**. Lara will randomly lose her balance, so counter it by pressing the opposition direction on the pad. At the end, climb back down to the street and pull the handle before returning to the start of the level.

Wander through the door marked 'Opera Backstage' and follow the platforms around the room climbing upwards until you enter a new room. Leap over to the monkey bars on the ceiling and swing across until Lara reaches the hole at the end. Crawl inside, pull the lever and use the crates to dive into the pool. Swim through the underwater tunnels to the next pool and climb out. **(2)** Drop into the area below the tightrope for more goodies hidden on the bookcases and a Secret behind the steel shelves. Just shove them back to claim it.

Climb out of the area and pull another lever. Now return once more to the fountain and jog down the newly opened path. Take the first left to collect the ammo from the ground floor, the Revolver from the middle and

the Laser Sight from the top. Combine the last two and blow the lock off the top door which reveals the second Garden key. Go back to the junction and past the big gates to slot the two keys into the holes provided.

**(3)** Enter the garden and ring the bell with the Revolver. Head back to the room below, where you discovered the shooter, to find the Secret before coming back and jumping into the opening to the left of the bell. Perform a running jump and pull the handle to open the main door. Go through and left for a lever **(4)**. Pull that and then operate the Crystal Bird. **(5)** Dash up the stairs and hang off the ledge to shimmy beneath the swinging ram and pull the lever. Pull the second bird and collect the third Secret from the side room where you pulled the lever to open this area. Now head outside and take the Saturn symbol from the lowest chamber.



**"Pull the second bird and collect the third secret from the side room where you pulled the first lever."**





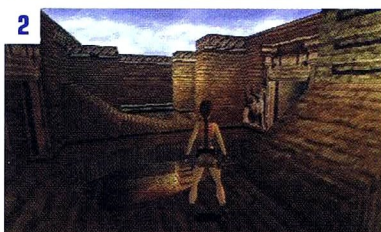
**LEVEL TWO – TRAJAN'S MARKETS****ROME****1**

the beast's green glowing eyes and leap left and right as it's beam powers up. Collect the Mars symbol from the floor and run onwards to a red machine. Use the overhead gangway to leap on top and collect the Secret before going past the deceased octopus and prising open the manhole with the Crowbar.

**(5)** Dive into the water and swim down into the central hole, taking the highest exit. **(6)** Swim on, turning left for health and air and then right for a Valve wheel. Take it back to the red machine and use it to shut off the giant fan. Now swim back down the hole to the bottom and turn right. Keep going until another fan pushes you back. Now swim upwards and turn off the valve and then back to the fan and turn right. On dry land, save before collecting the Shotgun and ammo.

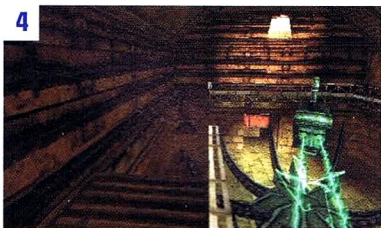
The knight will become active, so blast him while you spring sideways to avoid his energy blasts. Once he is dead, jump out of the window, run back to the start of the level and discover a Secret behind the newly opened door. Now go back to the water and swim left for the Venus piece and keep going on for another cut-scene. Dispatch Larson quickly with the pistols and collect the ammo ready for the final level boss.

These three snakes breathe fire, so keep moving and blasting with the Shotgun, but if Lara does ignite, rush back to the water and put her out. With the snakes out of the way, put the objects in their slots and leap forward across the platforms, and attempt to take the Philosopher's Stone. Unfortunately the floor crumbles under Croft's body weight and drops her down into level three, instead.

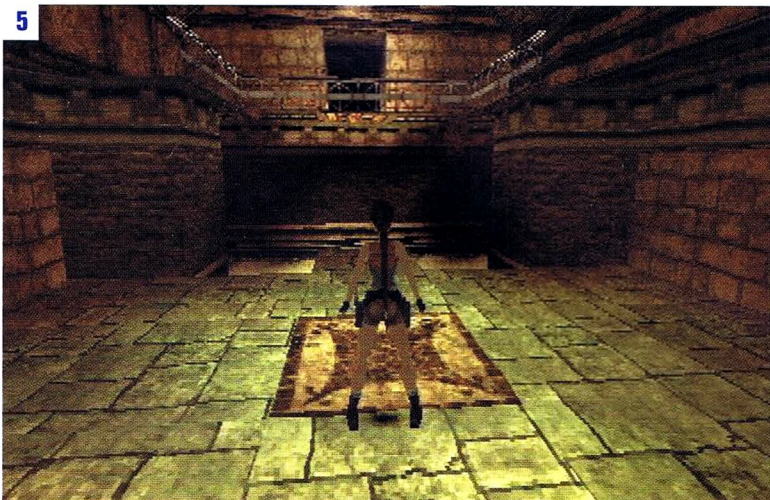
**2**

To the left and right are two boxes, blast both for the valuable Crowbar and another Laser Sight. **(1)** Use the new item on the metal door further down the street and perform another tightrope walk. Follow the platforms across the rooms until reaching a wide open area.

Drop down to the floor level and inspect the central pillar for a climbable wall. **(2)** Scoot up it and turn left to see a ledge and a rope. Pull it twice and make a long leap right to find another similar rope. Now leap to the central opening of the three and climb into the building **(3)**. That chain pulling will have shifted the giant gear but right now a new trap door has opened below where you dropped in. Rush back and collect a Secret before coming back and heading left where the gear once was. Inside is a Golden coin that reveals the boss when you place it in front of the statue.

**4**

**(4)** Save before meeting the metal octopus, as it can kill with one bolt of electricity. Use the Revolver to target

**5****6**

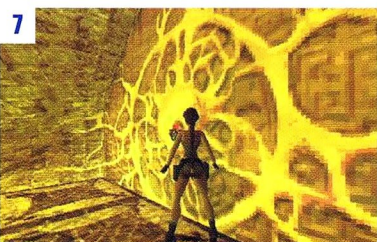
**“With the snakes out of the way, put the objects in their slots.”**





## LEVEL THREE – THE COLOSSEUM

ROME



Scamper ahead until the second chamber, where a block with a ring on the right conceals a Secret. So shove it. Continue onwards until the floor starts to collapse, so run and perform a grab while you leap. Shimmy around to the left and clamber into the crawl space. **(1)** Inside is a switch that will open the door in the main room ahead. Climb back out and head there. **(2)** Press on down the tunnel, dealing with the lion, hitting the switch and killing another one. Climb upwards to collect the gemstone and keeping moving on up. Things are pretty simple here, just keep climbing up, defeating lions, gutting gladiators and hitting switches until Lara reaches the top. Collect the Uzi and the ammo before going down one floor and entering the hall.

Save here, as this timed section is highly frustrating. The task is to pull the chain on the left of the chamber to raise the plinth and then go back on the centre in time to collect the gem before it retracts. Tricky but possible. Start by pulling the chain three times to raise the stone to its full height. **(3)** Leap off to the right and use Run to scamper underneath the central platforms. Now jump upwards onto the platform and make a precision leap to hang onto the ledge, before turning to face the middle and making another leap and dangle into the middle. Since time is so tight, each running jump will have to be made without making the usual step back, so the timing of each vault will have to be spot on. **(4)** Once the stone's in Lara's grasp, combine it with the other part and wander towards the other end of the walkway. Once inside the floor falls away, with Lara, into another cut-scene.

After Pierre's 'accident', drop off the edge of the ledge and cling on. Shimmy to the right and climb back into the previous chamber. Clamber back up to the central pillar and wander to the collapsing floor. Leap over it to find the Secret. Now go back the way you came to the big pit and head to the door on the far side. **(5)** Save before entering, for as soon as you pop the gem on the door, the floor will collapse. To stop your flaming death, roll and perform a running jump to the far ledge. **(6)** From here you can take your time in leaping back across the room into the lower hollow. Drop and hang from the ledge, shimmying

around the chamber until Crofty can drop down onto terra firma again.

Scamper onwards until she can climb back up where a gladiator and lion mingle freely. Kill them both and collect the key they discard.

Use it on the main door and enjoy another dust up with a large knight before using another key on another blue door. As you enter this final chamber, Lara will slide downwards to her final objective, the infamous Philosopher's Stone **(7)**. But don't collect it yet. Instead, leap to the other end of the room and into the crawl space for the Secret on this level.

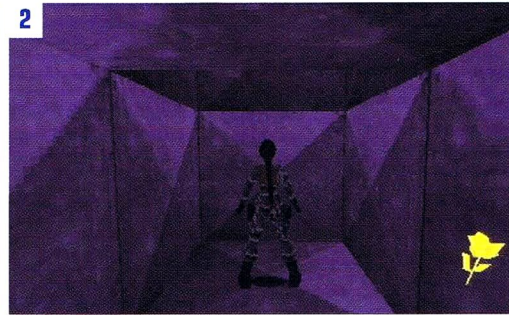
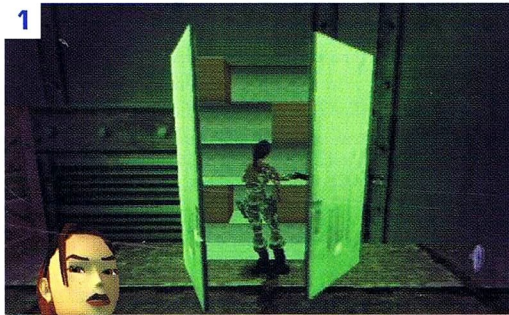
Complete this level, by going back and prising the gem out off the wall. No time to rest here, though, as there's plenty of work left for our ghostly heroine to do.





# LEVEL FOUR – THE BASE

# RUSSIAN BASE

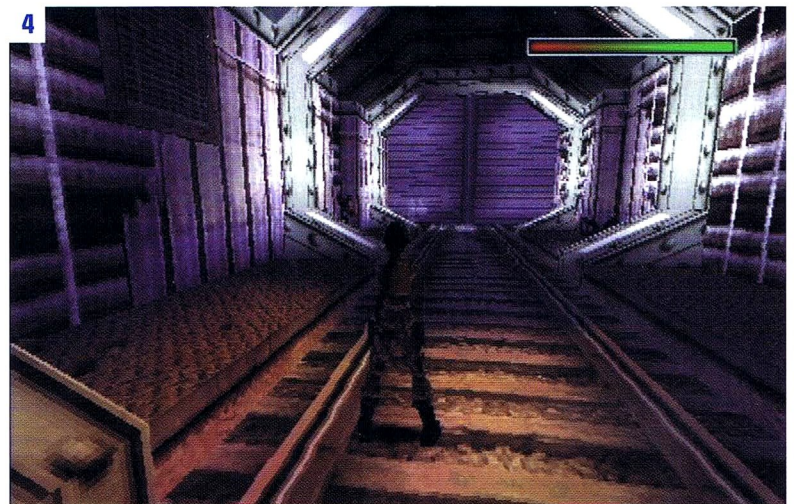


Scamper down the stairs into the first chamber and an attack by the crane. **(1)** Keep moving so the grabber can't target Lara and retrieve the Silver Key from the locker opposite the entrance. Turn around and aim back across the room and slightly to the right. Beyond this locked door are a couple of baddies, a Swipe card and a cupboard containing an Uzi. **(2)** Back downstairs there are two doors, the left one hides a dog and a Secret hidden behind the air vent. **(3)** The

right one leads upwards to a crane-dodging jump across the crates. The path to follow across the boxes is the shortest one, directly to the right. Once you get there bash the button and the crane controller can be dealt with.

After the cut-scene, inspect the cupboard, pull the lever and scamper down to the hole in the wall. **(4)** Take the turn to the left as this leads outside. **(5)** Leap onto the hanging crate and use it to reach the pile of crates in the corner. Jump without trying to grab and then you will be able to collect the Secret.

Drop down again and turn left to open another door and discover a guard and your next task. **(6)** Take the deceased soldier's key and go to find the missing Fuse. Start by rushing back inside and scampering up the stairs. Open the door and, after the cut-scene, head right along the platforms to find the goodies at the end. Drop down to the ground and go through the door. After the dog dies, rummage through



the lockers for the Fuse and numerous other items. **(7)** Take them all into the shower and open the grate to discover another Secret.

Leave by hitting another switch and heading towards the machine. On the way, two snipers in the

windows will open up, so equip the Laser Sight and kill 'em. **(8)**

Once inside use the Fuse, kill another canine and pull the lever. Now all that's left to do is leap onto the box and on the U-boat.





## LEVEL FIVE – THE SUBMARINE

**(1)** Use all of Lara's strength to prise the nearest of the four handles off the cracked wall. This serves as a makeshift crowbar to pull the air vent off the wall up ahead. Climb into the tunnels until reaching one filled with blue sparks. Don't worry it's safe, in fact the Secret is hidden down below.

**(2)** Carry on until she encounters the twitching bare wires. They can't hurt Lara if she backs into the hole, hangs onto the edge and shimmy to the right. Pull up the metal grate and loot

the drawer and shelf for the battery and a Medipack. Once they're in her sweaty palms, climb back up and crawl onwards until another movie rolls.

**(3)** Keep sliding onwards until you knock out a trap door. This lets you sneak up behind the chef. So use Walk to tip-toe in behind the cook and press Action to clock him with the Crowbar.

**(4)** Take the deceased's Bronze key to open the door and ransack the shelves and drawer. Use the Silver key to open the other door and waste those inside.

Exit via the left hand door into another corridor. **(5)** Keep pressing on, removing those that oppose Ms Croft until reaching the cargo hold where yet more opponents will yield the Shotgun, Aqualung and a Large Medipack. **(6)** Also look for the

cracked crate on the right as this contains another Secret.

Return to the dining hall and go for the right-hand door. Inside is another guy and some empty shelves. Of more interest is the hatchway above. Escape through it, following the vent around until the second gap offers a chance to climb up and collect Secret number three. **(7)** At the end is another trap door, another sailor and the other part of the Battery. Keep on rushing along

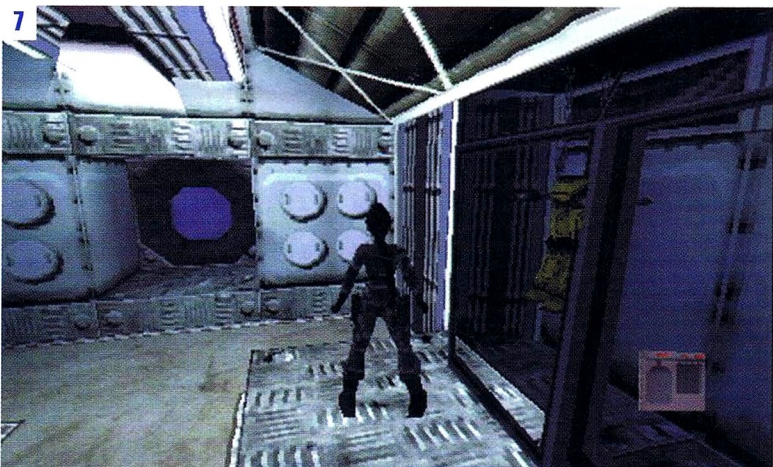
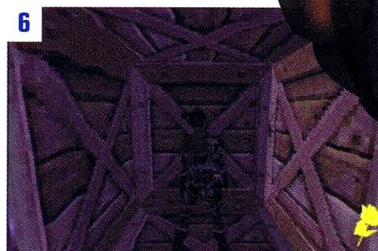
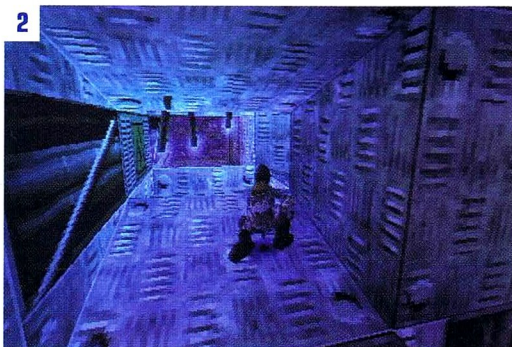
## RUSSIAN BASE

the corridor (don't take the left turn), past two more enemies and carry on through into the torpedo room.

In the final area comes four rooms, three baddies and the chance to collect and combine the Suit Console, the two

parts of the Battery and the diving suit itself. **(8)** Complete

this and yet another level comes to a close.



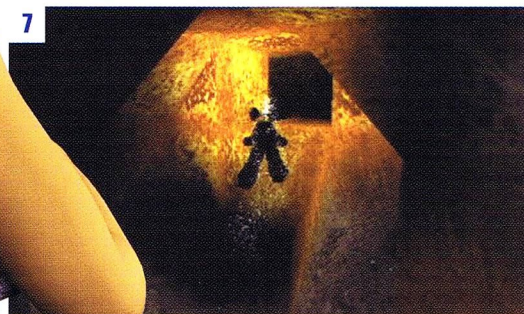
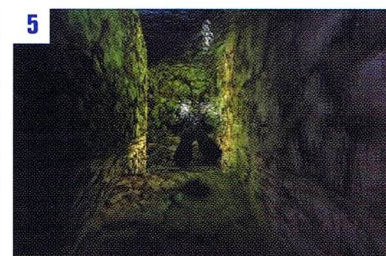
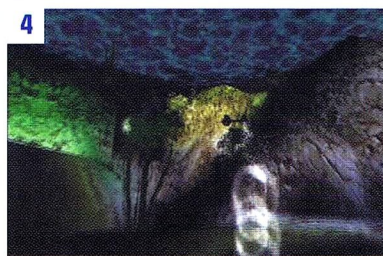
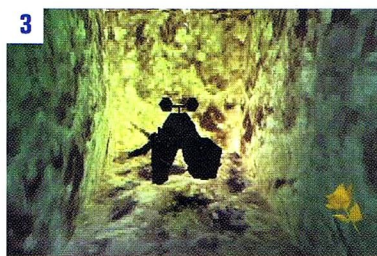


# LEVEL SIX – DEEP-SEA DIVE

**[1]** Using Chaff to confuse the missiles and lots of jinking, swim towards the reed bed directly in front of you. **[2]** Take the first right turn, under the mini-sub and down towards the back of the area. **[3]** On the ocean bed is a small opening which yields this level's solitary Secret. Collect the Secret, turn back and return to the submarine. **[4]** Once there, turn tail and go back to the reeds, from whence you came, this time taking the central path. **[5]** Another sub appears soon, so take the pathway high on the left side of this cavern. This leads towards a huge opening on the floor. **[6]** Dive down through the gap, and you'll be entering the

rusting hulk of the defunct U-Boat. Follow the only path to collect the Spear Of Destiny. **[7]** However, due to an unfortunate episode of unforgivable clumsiness, Lara turns out not to be the mermaid we thought she was and ends up severing her own air supply. She must swim back to the boat, and while there is just enough air for the trip, extra caution is needed here, as bumping into the walls wastes some of her precious oxygen. **[8]** So be quick and careful throughout the escape from the rusting hulk and, once outside, take the right-hand route back to the sub so that the current helps push her along.

# RUSSIAN BASE





## LEVEL SEVEN – SINKING SUBMARINE

Slide down the ladder, wasting baddies and collecting ammo until reaching the corridor full of fire. **(1)** Walk into the shallows and face the wall. **(2)** Use a sideways jump to leap between the flames and then again to vault over them. **(3)** After the cut-scene use the

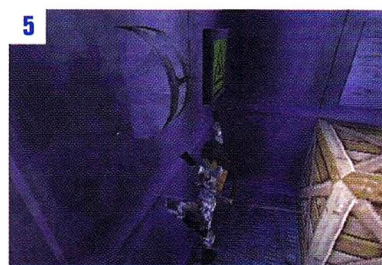
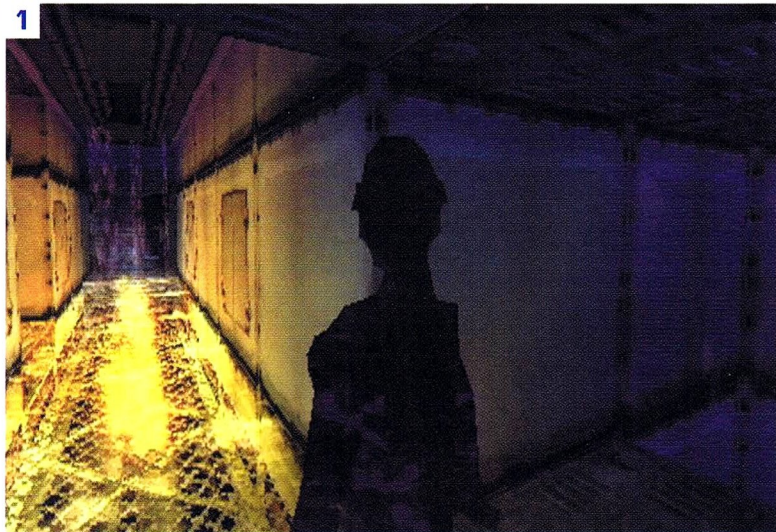
tables to cross the dining hall, to avoid the electrified floor. Leave the room and turn to the right to meet another hostile with a Swipe card. Take that prize back across the dining hall and burning corridor to unlock the door. **(4)** Ignore the electrified rooms and climb

onwards across the Bridge and into a cut-scene with General Yarofev.

Take his Silver key and go back to the Bridge and stand on the map table.

Blow out the air-vent and climb inside. **(5)** Take a right turn and drop into the small room below. Leap up

and pull the switch to flick off the power and return to the Bridge. Enter those rooms previously electrified and scour them for the Nitrogen canister and the Desert Eagle. Descend into the lower corridor, open the door and rummage for the Oxygen canister. After



## LEVEL EIGHT – GALLOWS TREE

**(1)** Follow the path to the chasm and line up a running jump to the slate grey slope. Grab the ledge above for a long shimmy to the left around the corner. Drop onto the slope below and vault over to the slate platform on the right. Turn and hang from the ledge before dropping down to the level below. Clamber up onto the right side ledge and leap into the hole in the wall. **(2)** Inside is a Medipack and the first Secret. Collect it and drop down to the cavern floor. Run over to the only exit you can use and climb back up to the start of the level.

Rush back exactly as before and leap across the cavern. Shimmy left just like last time, but now after jumping across to the right hand platform, go hand-over-hand to the right and release that rock to grab the one directly below. It leads into a cavern and a swing on the plants that grow across the ceiling. Collect the

Medipack on the other side and slide down the slope into a most charming cut-scene.

Turn tail and try to climb onto the roof just next to the slide you arrived on.

**(3)** If you hit Jump as

Lara slides back off the rock then the Secret can be claimed from the platform behind. Drop down and wander towards the well to release the indestructible imp. Avoid this little white scamp by discovering the small passage to the right of the slide. Use the ceiling to grab and swing to the end. Bats will attack but there is nothing Lara can do except wait until the end and dive into the well.

After an easy swim, climb out of the water and leap to the wooden platform in front of the house. **(4)** Stroll to the end and perform a standing jump to the small patch of flat ground on the left beside another building. Turn right around and jump onto the slope that faces away from where you stand. You will slide towards the water again, so leap once more towards the platform by the original house.

From here you can crawl inside to collect the Large Medipack and Rubber Tube. Exit via the pool of water and return to the well through the crawlspace in the farthest pool.

Avoiding that Imp again, head towards the tower and through another tunnel. **(5)** Collect the Pitchfork from the far end of the path and combine it with the Rubber Tube, for use on the planks above. Collect the discarded Iron Clapper and hop down into the hole. Turn left at the end to collect the torch, and light it in the third crypt on the right. Take it up the hill before throwing it down the hole on the right with **(A)**. Climb down, collect it again and follow the tunnel, first right and





## RUSSIAN BASE

all that, return to the dinning room and head for the kitchen for another Secret.

On the way, two more guards will appear and drop a Bronze key that you should take back to the Bridge. **(6)** Leap back in the air vent and return to the power supply switch. Using the

bronze key will open the door here and reveal another Secret.

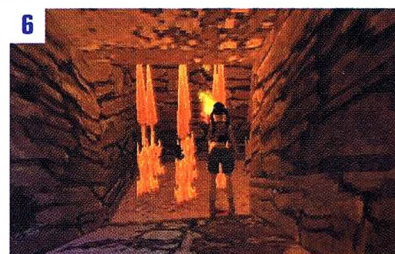
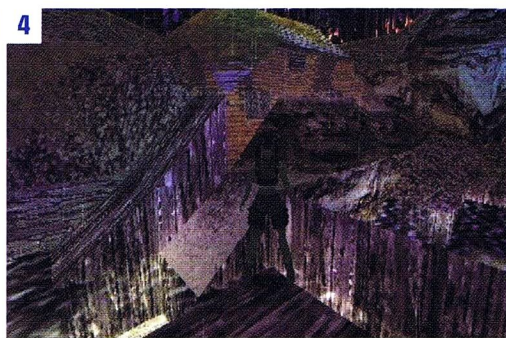
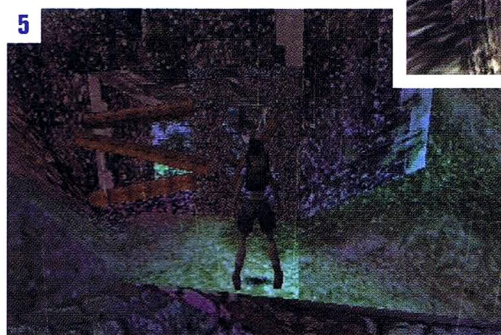
**(7)** Now go back to Yarofev, taking the ladder up to the escape pod. Chuck the canisters into the gaps and make your bid for freedom. Off you go, and don't hang about.



## BLACK ISLE

then right again. **(6)** Once you reach the spikes, turn around and throw the torch down before crawling through to collect another Secret. **(7)** Collect the flame again as you come back, but this time turn right at the first junction and shine the torch on the Gallows Tree's roots. Collect the Demon's Heart and sit back and watch the cut-scene roll.

Follow Father Dunstan out of the catacombs and back to the fallen bells. Now wander past the crypts to the top of the hill. **(8)** Plant the Demon's Heart in the gap in the wall and dash through the gate as the Imps come after you. Now it is just a simple matter of following the path along to the end of the level.





## LEVEL NINE – LABYRINTH

After a little exploration, a cut-scene should roll. Once it has run, head to the far end of the church and push the stone buttons. **(1)** Start in the middle, then hit the left one and finally the right. **(2)** This will release a number of immobile skeletons who can kill in two blows, so evade their swings and enter the crypt on the right. Activate the pew that the ghoul tinkered with to receive the Bone Dust. **(3)** Take this to the small altar by the stone switches and ignite the undead **(4)**.

Return to the back of the church and wander through the newly opened door, but don't slide yet. Instead, you need to climb up the wall directly ahead and pull the switch. **(5)** Return

to the crypt and a door inside has opened revealing another another Secret and a Large Medipack. Now go down the slope and hang on the ledge of the pit before carefully dropping into the small pool of water below.

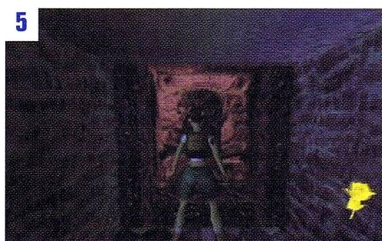
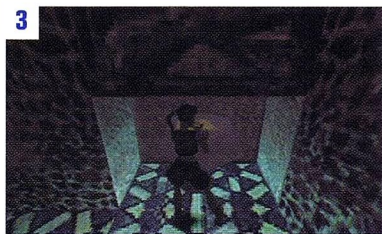
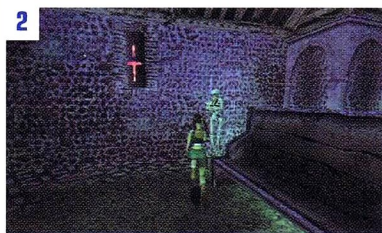
After a short swim, Lara stumbles upon this level's major puzzle, the rotating tower. It can be confusing, but follow these instructions and it need not hold Crofty up. **(6)** Walk onto the bridge and turn left to the gap in the hand rail. Make a running jump to the platform and shimmy around the ledge to the right. Pull up and leap to the lower level

platform directly ahead, as inside is another Secret. Now turn tail and return to the bridge at the start of the room. **(7)** Wander across the bridge and pull the lever inside to rotate the tower. Once the room has spun, leave across the bridge and run up the stairs one level and re-enter the tower. Don't pull the lever this time, instead exit on the other side and climb upwards again. **(8)** You'll find a Medipack at the top on the left, while on the right is a route to the tower and the Bestiary book. By collecting this tome you'll

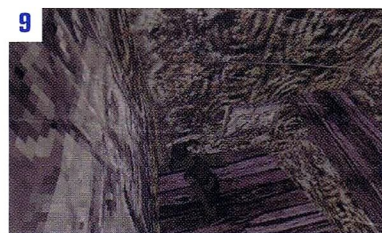
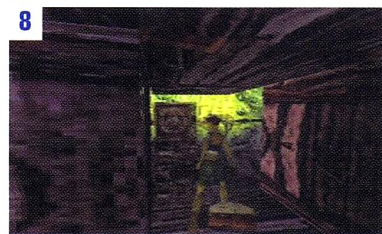
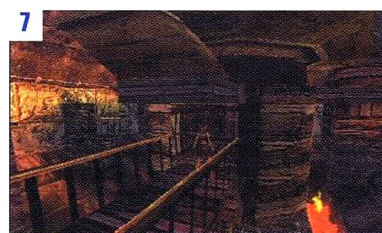
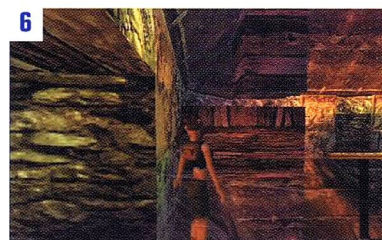
## BLACK ISLE

open the exit on the far side. Leap across to it to leave this section.

Outside's a friendly spirit who guides you to the exit. **(9)** Follow it up the slopes, leaping across the gap into the crawlspace beneath the monkey bars. Clamber inside and cross the spike pit by hanging from the edge to reach the Secret inside. Back out again, climb up and perform a standing jump to the thin wooden platform before turning around and vaulting to the other wooden ledge. **(10)** Follow the spirit to the exit, dodging the odd monster and leaping the pits. After a few moments, Lara reaches the final chamber where there's a Large Medipack to take and an exit through an open coffin.



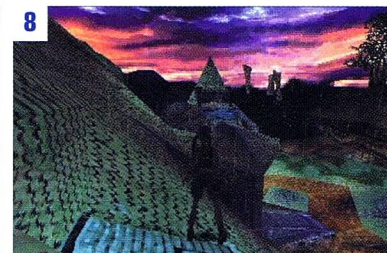
"Outside is a friendly spirit who will guide you to the exit. Follow it up the slopes and jump across the gap into the crawlspace beneath."





## LEVEL TEN – OLD MILL

## BLACK ISLE



Just for fun, rush along the path and watch the cut-scene. Now suitably chasten, take a turn to the left and go into the valley. Turn right at the junction and wander out into the open for a rope swing. Two fiendish Imps will start pitching stones at Lara, so be sure to be quick while leaping onto the

rope, descending to the bottom and starting to swing. **(1)** The target is the small ledge above the entrance where a torch is hidden. Aim directly for that corner and build up momentum by pushing Sprint and up and down before hitting Jump at the top of the swing to land safely on the ledge. With the Torch in hand, rush back into the caves and head down to light the flame. Return to the valley and walk towards the left edge of the starting ledge. Throw the Torch onto the platform where the Imps stand. Be sure to aim for the flat section closest to the wall or the flame will be lost and Lara will have to start the level again.

**(2)** Use the rope to reach the metal door up to the left above the entrance. Collect the steel bars to fashion another temporary crowbar. Drop back to the start of the area again and leap for the rope once more. Now swing directly across the ravine towards the slate grey towers on the far side and scamper inside the cave. After collecting the Medipack comes a difficult but seldom fatal section. Climb onto the flattish grey block near the entrance. **(3)** In front is a slope, Lara has to step onto that,

slide down, jump onto the next slope, slide on that, leap onto the tall block to the right and then hang onto the ledge above. It can be very tricky but the best technique is to press left while jumping from the first block onto the second one. This way Lara will leap backwards but be far enough across on the final jump to grab on with both of your hands.

Now shimmy over to the right and pull up onto the face of the slope. **(4)** After that, shimmy right, pull up and our heroine will slide once more. Hit Jump again and then once more on the next slope, before grabbing onto a hidden ledge. Finally, climb up to the small crawlspace and follow it to the end. Don't let go of the ledge, instead push on left to collect the Chalk from the wall and another Medipack. Back out of here and crawl to the cave at the far end to get one more Secret. After all that, return back through the cave to the start of the level and use the Chalk on the grey slab.

After the cut-scene has run its course, run inside the cave and run on until another movie starts. Once that's over, turn to the left and wander between the two house. Cross the water and crawl into the second of the small caves. Collect the Medipack and Dash through the fire. Leap into the water and then go back for the next Secret.

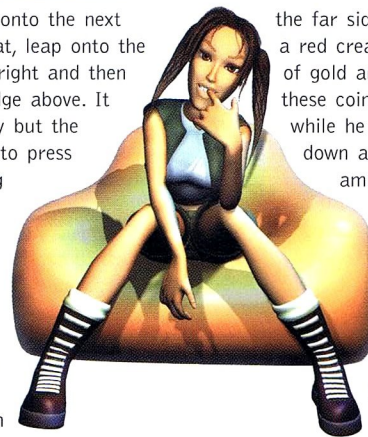
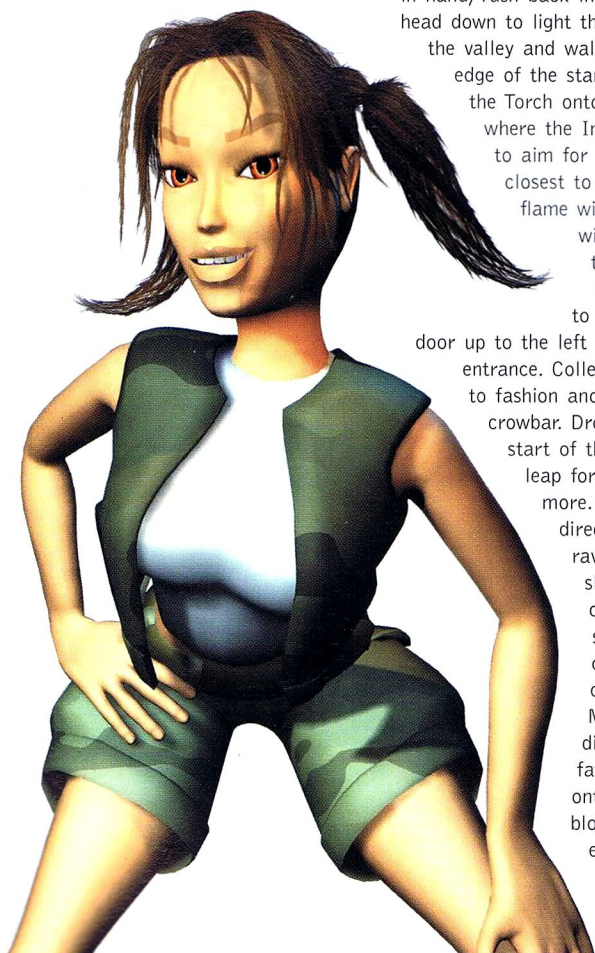
Now go back outside and dive into the moat surrounding the windmill. On

the far side in the deeper water is a red creature who protects a pile of gold and silver. **(5)** It is one of these coins that you must steal while he patrols the area. So dive down and wait for this

amphibian horror to swim into the cave, before stealing its currency and rushing to the cage on the far side. Use the coin on the lock and the beastie will become trapped leaving Lara free to go inside the cave and climb into the mill. Inside, wander

up the steps for another timed puzzle. **(6)** Pull the lever three times, jump to the horizontal pole and then onto the platform, turn right and crawl under the descending door. Don't slide down just yet, instead leap for the lever first.

Swim out of the mill and return to the two houses, back across the river. **(7)** Between the last house and the cliff face is a small stream, so jump into it and swim underneath the rocks, taking the first left turn to reach another Secret. Return to the shallows of this river and climb up into the ledge in the rock face. Keep climbing upwards until emerging above the valley and save here. Turn to the left and slide onto the lower platform. **(8)** From here perform a running jump to the flat patch on the roof. Then, from there, vault above the door and then onto another flat area. Next is the watermill's roof, using a running jump without grabbing is the surest way to make it first time. Crawl up to the entrance and press Jump to somersault in and pull the lever to bring this chapter to a close.





# LEVEL 11 – THE 13TH FLOOR

# TOWER BLOCK

Shoot out the grating on the right of the corridor and climb inside. Collect the Medipack and crawl on past the cut-scene. **(1)** Take more supplies and crawl underneath the laser beam, only leaping across the gap once it goes behind Lara. Turn into the opening and somersault into the room, collect the hammer and get back into the vent.

Crawl back to the right, shoot out the grating and enter the air vent. Somersault into the room when the robot moves away and crawl beneath the beams. Enter the room to collect the Secret and return the beginning of the level. **(2)** On the way two laser traps will appear, one high, one low. Wait for the lower beam to pass before stepping forward and waiting for the higher one to approach. As it flies away, run forward leaping over the lower one and crouching in the corner. When the coast is clear, climb up and escape via the ladder.

Scoop up the ammo from the floor, shoot off the lock and slide into a cut-scene. **(3)** As you burst out the other end, draw and pop off the suit with a targeted head shot. Climb through the newly created gap in the vent and run through the exploding corridor. Climb up at the end and claim the ammo from the ledge behind the ladder. Time your ascent to wait for the laser to pass to the left and reach the top of the room. Shoot the white wall on the left and save. Inside might be a Medipack but there is also a machine gun. **(4)** It'll pump out rounds as soon as the guard spots Lara, so rush to the end and somersault out, removing him as quickly as possible. By the drinks machine, stop and shoot out the grating on the floor. Crawl through the gap and take the card from the sleeping guard just as Zip orders. Crawl to the door and use it there to loot the shelves. Now take it back along the corridor and use the lift.

Pop the two guards in the head and wait for a third.

Enter the room on the left with your weapon sheathed and press the button. Exit past the lift and down the slope.

**(5)** Press the green button beyond the scientist and the Access code disc will fly out. Take it back to the 13th floor via the lift, removing the two guards who are waiting for you there. Run to the end of the corridor and use the terminal. Clamber into the vent and watch the sequence of explosions. After the biggest and nearest goes off, jump onto the pole and slowly slide down. About halfway, backflip into the hollow for another Secret. Now drop down to the floor and crawl on. **(6)** In the large chamber, two suited guys turn up, so remove them from on high and collect the Medipack and Cloth from the upper rooms.

On the lower level take everything including the Chloroform. Exit and kill another guy with a headshot, take his Iris lab access

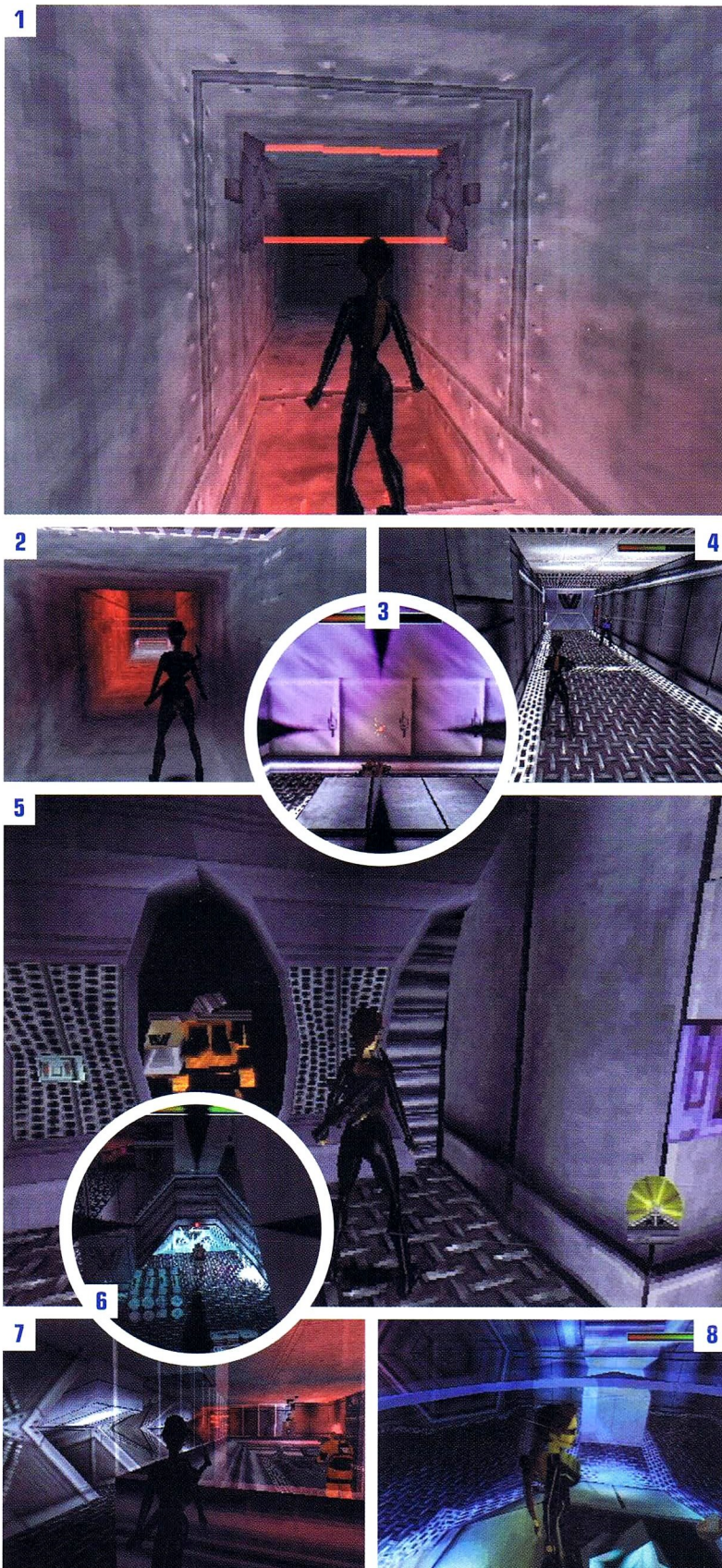
disc and use it at the console. Save and crawl around the corner **(7)**. The guard here operates a machine-gun and if he sees you, it opens up.

Use the two gaps in the wall to hide as he passes. Once beyond him, there are two ways to go. For an easy life, talk to the scientist and get him to open the door. For those who are after all the

Secrets, pop a cap in the guard before turning tail and running past the automatic machine-gun. Other guards will open fire, take them out and rush down the only open path. At the bottom, duck underneath the laser and collect the Secret from the right. Escape via the air-vent on the left to meet up once again with those who chose to take the more peaceful path.

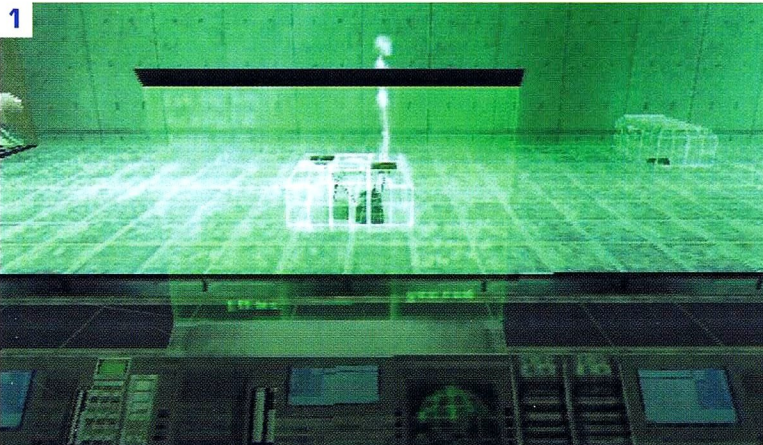
Head upstairs into the control room and punch the switch to start a simple timed sequence **(8)**. All Lara must do is run back down the stairs right to the bottom and into the chamber and take the Iris before the forcefield powers back up.

Exit through the door on the far side of the chamber.





# LEVEL TWELVE – ESCAPE WITH THE IRIS TOWER BLOCK



Follow Zip's words and ditch the weapons in the tray provided. Wander through the X-ray area taking the Medipack from the second crate, as all the others are filled with bombs. **(1)** Run through the X-ray and the next room. To the right is a clip of ammo, collect that, but go no further right, as a concealed laser beam waits there. Instead, turn left and run straight along that corridor into a small office.

Ransack the place to discover the Chloroform and wander up the corridor to where you'll find the Cloth from another room. **(2)** After the camera reveals the guard up ahead, use Walk to sneak up and put the combined items over his mouth. Rummage through the nearby rooms for the Access Card before turning back for a trip to the bathroom. Punch the code 8526 in, (it lives on the card) and inspect the ladies central cubical for a Medipack, and the gents for a loose roof tile that reveals a way out.

Crawl through the vent, dropping off the edge and grabbing on the ledge at the pit. Drop and grab once more for a gentle landing and wander to the end for another chance to test Lara's fingernails. **(3)** Back out of the tunnel and cling on to the climbable wall there. Slowly descend until reaching the very bottom, and watch Croft as she swings in the breeze at the bottom. As she wobbles, wait till her shadow appears on the ledge and then drop down, now a Secret will be yours.

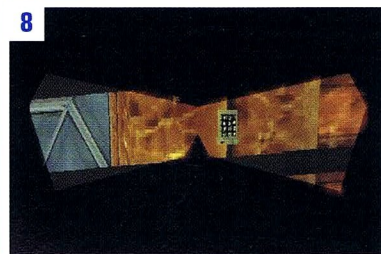
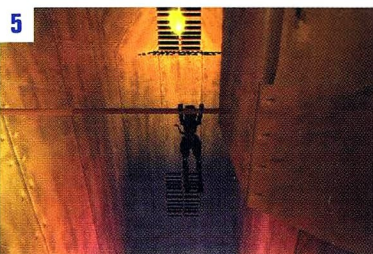
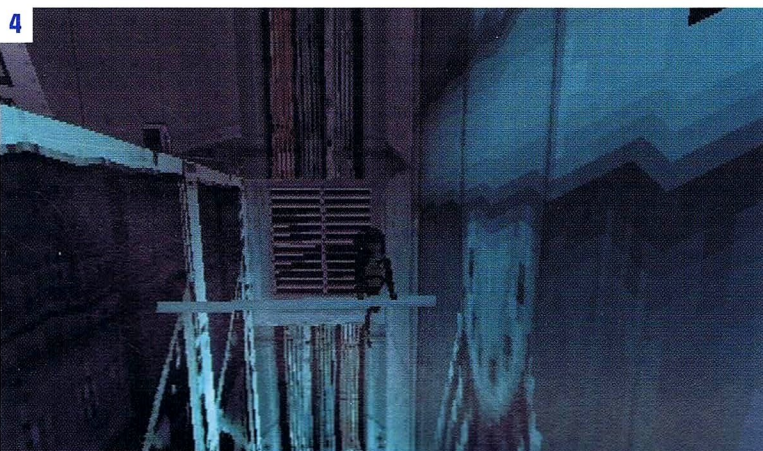
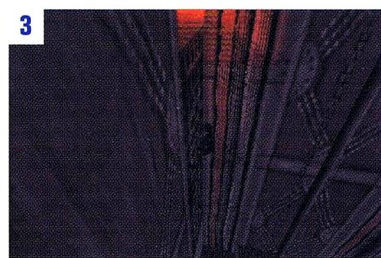
From here jump forward and grab onto the chain. Clamber upwards until a platform appears behind Lara, just under the roof. Somersault back onto it and turn right. In front will be a horizontal pole, leap to that, grab it and then vault to the far ledge. From there get close to face-on to the left side, lift and jump and grab on to it. Climb onto its roof and go in through the trap door. Push the button to open the lift doors and use Walk to sneak into the lift on the left. Activate the elevator as normal, but don't wander too far from the button as your first stop is full of guards. As soon as the doors open, hit the button again. After another cut-scene, slap that switch again to slam on the brakes.

After being subjected to yet more chatter from Zip, climb out of the top of the lift and perform a standing jump to the horizontal pole. **(4)** After mucking around on that for a while, leap to the far platform. Above is another platform, so ascend to that

and perform another jump to a pole and a ledge. Save the game now as things are about to get tricky. Climb into the vent and turn to the left as Crofty starts to slide. **(5)** Halfway into the second slide, as Lara crosses the grid, hit Jump and then Action. Lara should grab the pole above and swing. Fire bursts from the wall, so wait for it die down before leaping to the next platform. Flames spew forth again, so jump back and grab onto the ledge.

Shimmy to the right and pull up onto the ledge. Turn right, then jump through the gap and tightrope walk across the wires. Slide down into a corridor and wait at the bottom. When the guard walks to the left, crawl out and run along the corridor. The safety conscious will escape his attentions, while the Secret hunter will let him blast out the fish tank and collect the Secret from inside. Now scamper behind the structure and run into the upper area. Climb up the gratings on the left hand side of the door and run round to hit the button and lure the sniper into picking off the fire extinguisher. Inside is the third Secret. Climb back down to where the lasers once were and run to the end of the raised section, but don't step onto the floor. Wait for a guard to appear from behind, shoot the fish tank again and short circuit the lasers. **(6)** Run to the door on the right side, and head inside. Zip will warn Lara about the autoguns, so Walk across the room and press the two buttons on the far side of the door. Keep walking slowly until exiting through the door when Lara can run along the corridor into the Teleporter room. The pursuers won't follow her here. **(7)** To one side is a room full of boxes, where on the left there's a cracked ceiling panel that leads to a switch which turns on the X-Ray. This reveals which box contains the Teleporter disc. Take that back to the main room and the terminal near the door. Now go to the centre of the teleporter and use the Iris artifact.

When Lara re-materialises, exit through the hole in the floor. **(8)** Use the binoculars to spy on the guards for the door code (1672) and then sneak past him as he leaves the room. Inside the control room, hit the button and crawl into the glowing vent. Climb on through to arrive back at the start of the level. Get Lara toolled up once more and wander along into the next corridor. Blast out the fire extinguisher to the right and the exit's here.





# LEVEL THIRTEEN – RED ALERT!

# TOWER BLOCK

Start by equipping the HK and picking off the guard on the stairs with a head shot. Clamber up the stairs, leap the first broken gap and be prepared to leap from the third flight as the stairs start to collapse.

Pause for a second and wait for the helicopter to leave before jumping and grabbing onto the steps that now form a ladder. Climb inside the hollow on the left for a Secret before climbing upwards and carrying on up the stairs.

**(1)** Make another leap across the gap and walk around to reach another collapsible walkway. As the steps explode, jump and grab as before, then start kicking in the cracked wall with Action. Open up the hatchway in the bottom right corner of the ceiling and climb up, taking out the guard on your way past. **(2)** After Zip warns Lara about the lasers, stop and use the HK to shoot out the steam valve. Now that each beam is highlighted, wait for the second longer pause in the cycle and dive through. Turn left at the end for a large Medipack and right to the lift. Killing the guard, and saving the game here before entering the door on the left. This is a training area that has little to do with the mission and more to do with Secrets. To complete the game as quickly as possible pass or fail the first shooting test and then go straight on to the armoury.

**(3)** Completing two shooting tests is the only way to unlock the penultimate Secret. The first one is a simple matter of flicking the HK into rapid fire mode and blasting the targets before they reach the central line on the range. This

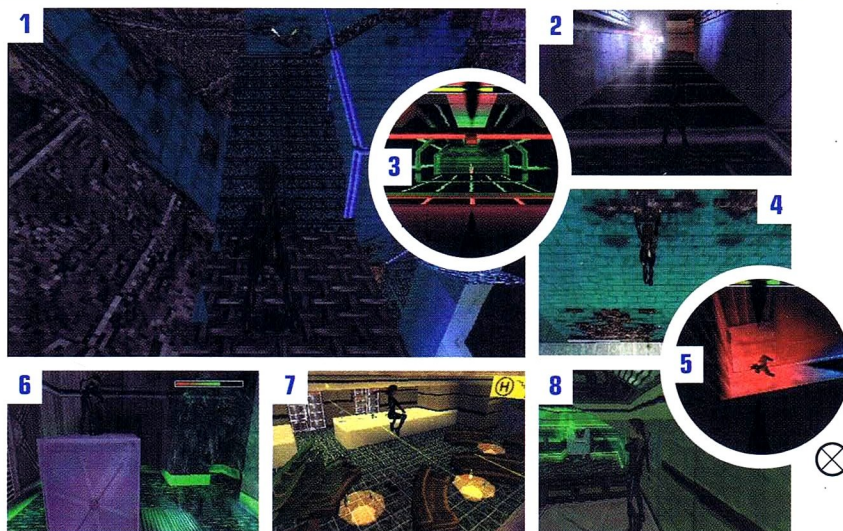
will open the door to the right and reveal the second test in which failure is fatal, so save now. Press the button and prepare for the targets which appear in the

sequence: centre, left far right, right, left, far left, far right, left, centre, left, right. Destroy them all and the room on the left at the end of the corridor will reveal the Secret. From there, cross the hall to the armoury.

In the armoury take the Grapple gun from the wall and flip around for the waiting guard.

Exit into the warehouse and kill the cowardly guard hiding behind the boxes. **(4)** Clamber up onto the highest crate to take the ammo and drop onto the central one to fire the Grappling Gun up towards the grid in the ceiling. Grab the rope and swing straight across to the damaged section of wall. Cling on and shimmy sideways into the hole for a slide down into the previous corridor where two more armoured suits are waiting. Once they have been removed, return past the lasers to the lift and beyond to the stairs. Save now.


Use the Grappling Gun to hit the walkway above and leave a rope across the cavern. Use it to swing to the ledge directly across, but be prepared to jump over the fire that lurks at the end of a small slide. **(5)** Climb up and crawl into the vent turning to the right at the end so that when Lara somersaults out she lands on the block that side. From here, arm yourself and pick off the guard with a headshot. Failure will mean an autogun opening up. Exit by hitting the



switch and claiming the Medipack and wander into the next corridor. Two soldiers will descend from the roof, blast them and wander up to the switch on the left of the door. Make a running jump onto the rope and swing to the ledge above. When the door opens one guard will be in front, one behind. Once they have departed for Henchman Heaven, run on along this tunnel, past the lasers and through another air vent. **(6)** At the end is a large room with an android boss wandering around. Drop onto the central block and pump rounds into the boss until he finally dies. Target the valve on the wall and the resulting flood will retire the droid for good.

Perform a jump across to the sloping platform in the corner and keep hitting jump until Lara lands on top of the vent. Hop over to the grating above the water and collect the ammo and use it to put a rope in the middle of the room. Swing over to the ledge and hit the switch inside. This will turn off the power and let Lara collect the items, including the Key Bit from the floor. Now climb back up, throw the switch once more and climb back into the vent. Follow the air-vent back to the junction and head along across another room. As Lara approaches the glass wall, a

helicopter will open fire. This is your cue to run. **(7)** Dash and jump past the exploding canisters until she can pause in the middle room. After the corner, run towards the bar and crouch down behind it to avoid the chopper's fire. Throw the switch to unleash another android. Race back along the path, past the 'borg, jumping over the gaps and into the first corridor on the right.

Dash to put some distance between Crofty and the baddy before turning left around the corner and down the slope. Pause at the bottom, only throwing the switch when the slaphead passes overhead. Now he should be trapped leaving Lara free to run back up the ramp and investigate the room to the left. 

Since this area is filled with gas, here you'll need to be very quick or crawl along the floor, down where the air is clear. Either way, head straight across the first room, pull the lever and collect the final Secret from

the vent. **(8)** Now return to the last chamber and turn right and pull another lever. This fills the adjacent chamber with the gas, destroying the android. Once he has cashed in his cogs, pull the switch again and wander back into the next room where Lara will fight two more guards. Leave that room, collect the deceased's key and run back along the long corridor, turn right and climb into the vent again. Now just combine the two parts of the key, drop them in the slot and escape to victory. Simple.

## THE CHEATS



Again, highlight the Timex-TMX. Press **(L1 L2 R1 R2)** and **(Up)**. Press **(A)** to exit and when you return, all the level items be visible in the inventory. Sneaky 'eh.

### UNLIMITED WEAPONS AND MEDIPACKS

Go to the Inventory screen and highlight the Timex-TMX. Press **(L1 L2 R1 R2)** and **(Up)**. Now every gun will have unlimited ammo and there will be infinite health too, new weapons will even have been added as an extra bonus!

### GET ALL THE LEVEL ITEMS



OFFICIAL  
SOLUTION!

# Tekken Tag

PlayStation®2  
OFFICIAL MAGAZINE-UK  
**VERDICT**

## OVERALL

"Fantastically playable and undeniably brilliant, the tag element massively extends playability. With nearly forty characters it's the best beat-'em-up on PS2."

8

OUT OF 10

## KEY:

- N** Neutral Position
- QCF** Quarter Circle Forward
- +** Moves done together
- ~** Moves done after each other
- Or (when used between two moves these are interchangeable)
- >** Move following the > has the option of being slightly delayed
- #** Hold movement preceding the # until end of the string
- FC** Perform move during the crouch position
- WS** Do move while standing up
- RN** Do move while running
- BK** Back facing your opponent
- RFF** Right facing your opponent
- RFL** Right facing left
- LFL** Left facing front
- LFL** Left facing left
- SS** Side step
- [ ]** Square brackets indicate an optional input
- ( )** Round brackets indicate moves grouped together
- { }** Brace brackets indicate buttons needed to break a throw from your opponent

**F**

From the mists of time they have returned. Whether twisted with vengeance, fighting for family or battling to save their souls from damnation, each has a story to tell. Almost the entire cast of the *Tekken* series are here, primed to do battle in fine tag team style and over the next six pages each fighter's top 20 moves are graded. Join the fight club...

# Tournament



## CHARACTER



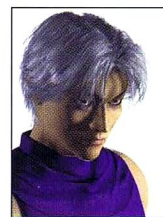
**EDDIE GORDO**  
Mixes break-dancing with fighting and dreadlocks



**TRUE OGRE**  
Hit by the ugly stick in a big way, no really



**ARMOR KING**  
Robotic cat-cum-wrestler, seems permanently angry



**LEE CHAO-LIN**  
Miserable looking, and going grey already



**HEIHACH**  
Tyrannical leader of the Mishima Empire

## Good for Bad for Best Tag partner

Button bashers  
Fighting against  
None

Barbeque lighting  
A dinner date  
Ogre

Cat-wrestling moves  
Tekken virgins  
King

Quick feet  
Having fun  
Wang Jin-Lei

Double fists  
Finishing moves  
Jun

## EASY

(Front) Rio Dea:  $\square + \times$   
(Front) Rio Special:  $\triangle + \odot$   
Asfixiante:  $\leftarrow + \triangle$   
Black Summy:  $\odot$   
Fire Kick:  $\times$

Right Axe kick:  $\rightarrow + \odot$   
Palm Strike:  $\rightarrow + \triangle$   
Azteca Shoot:  $SS + \odot$   
Jumping Boot:  $\nearrow + \odot$   
Evil Wheel:  $\uparrow + \times + \odot$

Parting Chop:  $\leftarrow + \square$   
Elbow Knife:  $WS + \square$   
Blind Kick:  $BK \times$   
Pickpocket Sleeper:  
 $\times + \odot, \times + \odot, \square + \triangle$   
Triple Mounted Punches:  
 $\square, \square, \square + \triangle$

(Front) Neck Fracture:  $\square + \times$   
(Front) Chastisement Punch:  
 $\triangle + \odot$   
Double Punch:  $\square, \triangle$   
Mist Wolf Combo:  $\leftarrow + \times \times \leftarrow$   
Silver Low Infinite Starter:  
 $\downarrow + \times$

Backfist:  $\rightarrow + \triangle$   
Spinning Gutpunch:  $\leftarrow + \triangle$   
Stun Splitter:  $\leftarrow + \square$   
Thunder Godfist:  $N + \square$   
Vertical Boot: Juggles  $\uparrow + \odot$

## MEDIUM

Straight Jab:  $\leftarrow + \square + \triangle$   
Elbow Sting:  $\downarrow / \rightarrow + \square$   
Crying Needle:  $FC + \square + \triangle$   
Face Jammer:  $WS + \times$   
Rising Feet Lunge:  $\leftarrow + \times + \odot$

Bazooka Leg:  $\rightarrow, \rightarrow + \odot$   
Baek Heel:  $\rightarrow, \rightarrow, N + \odot$   
Dropkick:  $\rightarrow, \rightarrow, \times + \odot$   
Horn Gore:  $\searrow + \square + \triangle$   
Dark Shoulder:  $\rightarrow + \square + \odot$

Mounted Punches:  
 $\square, \triangle, \square, \triangle, \square$   
Mounted Punches:  
 $\triangle, \square, \triangle, \square, \triangle$   
Exploder:  $\rightarrow, \rightarrow + \times + \odot$   
(Front) Coconut Crush:  $\square + \times$   
(Front) Suplex:  $\triangle + \odot$

Dragon Slide:  $FC, \searrow, \downarrow, \searrow + \times$   
Feint Mist Wolf:  
[Mist Trap]  $\leftarrow + \times \sim \times [\sim \odot]$   
Lee Knuckle:  $\triangle, \triangle$   
Lee Knuckle Combo:  
 $\rightarrow + \triangle, \triangle < \triangle$   
Machine Gun Rush:  
 $\square, \square, \square, \square, \square$

Tile Splitter Deathfist:  
 $\nearrow + \square, \triangle$   
Shining Fists:  $\square, \square > \triangle$   
2 Punches: Backfist  $\square > \triangle, \triangle$   
High-Low Jumping Spin Kicks:  
 $\nearrow + \odot, \odot$   
Chi Palm:  $(\triangle \sim \square) \sim \square + \triangle$

## HARD

Knee Thruster:  $\leftarrow + \times$   
Fire Kick:  $(\uparrow \nearrow) + \times + \odot$   
 $[\sim \downarrow \sim \leftarrow]$   
Back Handstand Spring:  
 $\times + \odot [\sim \leftarrow]$   
Boomerang:  $\nearrow, \nearrow + \times + \odot$   
Freak Show: [Tag]  $\searrow + \times + \odot$   
[Tag] (all to be done in one)

Bloody Scissors:  $\swarrow + \square + \odot$   
Arm Choke:  $\rightarrow, \rightarrow + \triangle$   
Indigo Punch:  $\leftarrow, \leftarrow + \square + \triangle$   
[Little Hop], Super Knuckle  
Bomb Unblockable:  $\nearrow$   
[N] +  $\square + \triangle \sim \downarrow$   
Snake Catapult:  
 $FC + \nearrow, \nearrow, N + \times [\sim \text{Tag}]$

(Front) Choke Sleeper:  
 $\rightarrow, N, \downarrow, \searrow + \square + \triangle$   
Funeral Suplex:  
 $\triangle + \odot, \square + \triangle, \square + \triangle$   
Low Jab: Upper  
 $(FC \sim \downarrow + \square), N + \triangle$   
Quick Upper:  $WS + \square + \triangle$   
Flying Cross Chop:  
 $\rightarrow, \rightarrow + \square + \triangle$

Handspring Backflip:  
 $\leftarrow, \leftarrow, N + \times + \odot$   
Roundhouse Somersault:  
[Tag]  $< N + \odot, \uparrow + \times$  [Tag]  
Tsunami Kick:  $WS + \times, \times$   
Silver Low-Rave Kicks:  
 $\downarrow + \times, \times, \times$   
Machine Gun Kicks:  $\odot \odot \odot$

Demon Godfist: [Tag]  
Juggles  $\rightarrow, \rightarrow + \nearrow [\sim \text{Tag}]$   
Thunder Godfist:  $\rightarrow, N, \leftarrow,$   
Tag +  $\square$   
Wind Godfist: [Tag] Juggles  
 $\rightarrow, N, \leftarrow, \searrow + \triangle [\sim \text{Tag}]$   
Electric Wind Godfist: [Tag]  
Juggles  $\rightarrow, N, \searrow \searrow + \downarrow [\sim \text{Tag}]$   
Sweeps:  $\rightarrow, N, \downarrow, \searrow \# + \odot$   
 $[\odot], [\odot]$

## HARDEST

(Left) Missile Launcher [Tag]:  
 $(\square + \times \sim \triangle + \odot \sim \triangle + \text{Tag})$   
[Tag] (all to be done in one)  
(Right) Shadow Dancer:  
 $(\square + \times \sim \triangle + \odot \sim \triangle + \text{Tag})$   
(Back) Airmail:  
 $(\square + \times \sim \triangle + \odot \sim \triangle + \text{Tag})$   
Handstand Position [Fake  
Out]:  $(\rightarrow \sim FC, \searrow) + \square + \triangle$   
 $[\sim \swarrow]$   
Island Mirage:  $\searrow + \times [\sim \downarrow]$

Chaolan Dragonslide:  
 $\rightarrow, \rightarrow, N + \times + \odot$   
Blazing Kick: [Tag]  $\downarrow \swarrow + \odot$   
[ $\sim \text{Tag}$ ]  
Infinite Kicks:  
 $WS + \times, \times, \downarrow + \times, \times$   
Mid Tail Attacks:  
 $\searrow + \times + \odot, \times + \odot$   
Snake Shoot [Tag]:  
 $FC + \times, \times, N + \times [\sim \text{Tag}]$

Black Knee Rising:  
 $\rightarrow, N, \downarrow, \searrow + \odot$   
Roaring Drop Kick:  $\swarrow + \odot$   
TS:  $\square, \triangle, \square, \square, \triangle,$   
 $\odot, \odot, \odot, \triangle, \square$   
Nine Hit:  $\rightarrow + \triangle, \square, \square,$   
 $\triangle, \odot, \odot, \odot, \triangle, \square$   
Pickpocket Sleeper:  
 $\times + \odot, \times + \odot, \square + \triangle$

Tenstring:  $\searrow + \square, \triangle, \triangle, \square,$   
 $\times, \times, \times, \odot, \times, \odot$   
High Catapult Kick:  
 $FC, (\swarrow \sim \uparrow \sim \nearrow) + \odot$   
Rainbow Kick:  
 $FC, \swarrow \sim \uparrow \sim \nearrow) + \times + \odot$   
Fake Somersault:  
 $FC, (\swarrow \sim \uparrow \sim \nearrow)$   
Feint Hammer Rave Kicks:  
 $\uparrow + \times, \times, \times$

Tenstring:  
 $\searrow + \times, \triangle, \triangle, \odot, \odot, \square, \triangle,$   
 $\square, \triangle, \square$   
Tenstring:  
 $\searrow + \times, \triangle, \triangle, \odot, \odot, \square, \odot, \square$   
 $\triangle, (\square \sim \triangle)$   
Tenstring:  
 $\rightarrow, \rightarrow, \triangle, \square, \triangle, \triangle, \times, \odot, \odot,$   
 $\square, \triangle, \square$   
Slice Kick:  $\rightarrow, N, \nearrow, \searrow N + \times$   
Low Slice Kick:  
 $\rightarrow, N, \nearrow, \downarrow \# + \times$





## YOSHIMITSU

Green and grinning, sword-wielding alien fella



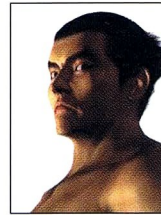
## BRUCE IRVIN

Boss-eyed mohican-cropped boxer-type chap



## BAEK DO SAN

Likes to put Hwoarang in his place when he can



## KAZUYA MISHIMA

Dark and mysterious Tekken fave back for more



## HWOARANG

Dude looks like a lady. Kicks hard, tho'

CHARACTER

Sword jabbing  
Sitting on his sword  
None

Head punches  
Seeing straight  
Kazuya

Range of moves  
Never smiles  
Hwoarang

Kicking moves  
Choice of suits  
Kunimitsu

Hardcore players  
Impatient beginners  
Baek

Good for  
Bad for  
Best Tag partner

Poison Wind: (X)+(O)  
Cyclone Lift: (D)+(O)+(A)  
Dive Bomb: (D)+(D)+(O)+(A)  
Backfist: (D)+(A)  
Jab, Double Uppercut:  
(O),(A),(O)

Dual Spin Kicks: (X),(X)  
Slice Kick: (D)+(D)+(X)  
Bruce Rush: (O),(X)  
Nightmare Back Knuckle:  
(D)+(O)  
Thai Shinkick: (D)+(X)+(O)

Bolt Cut: (D)+(A)  
Mantis Backhand: (D)+(A)  
Bone Stagger: (D)+(A)  
Heel Lance: (D)+(O)  
Heel Axe: (D)+(O)

Glory Demon Fist: (D)+(O)+(A)  
Gut Slugger: tap (D)+(O)  
Demon Gutpunch: tap (D)+(A)  
Demon Paw: (D)+(A)  
Low Slipkick: tap (D)+(A)

Windmill Neck Kick: (O)+(X)  
{(O)}  
Falcon Dive Kick: (A)+(O) {(A)}  
Rolldown Jawbreaker:  
(D)+(D)+(D) {(A)}  
Backfist: (D)+(A)  
High Kick: Roundhouse (X),(O)

EASY

Soul Siphon: (O)+(O)+(A)+(X)  
Lunging Sweep: FC, (D)+(X)  
Death Pose: (D)+(O)+(A)  
Bad Breath: (D)+(O)+(A)  
Deathcopter: (D)+(O)+(A)

Spinning Slice Elbow:  
(D)+(O)+(X)  
Front Kick, Spin Kick\_Right  
Punch: (D)+(X),(O)+(A)  
Sidewinder: (D)+(A)+(X)  
Bazooka Leg: (D)+(D)+(O)  
Nightmare Mach Punch:  
(D)+(D)+(A)

Black Widow: (X),(X),(O)+(O)+(X)  
[ (D)+(A)+(X) ]  
Silver Mantis:  
(X),(X),(O)+(O)+(O),(X)  
Cobra Bite Throw: (D)+(A)+(A)  
Swordfish Throw: (D)+(O)+(X)  
{(O)+(A)}  
(Back) Starfish Throw:  
(O)+(X)+(A)+(O)+(A)+(Tag)

Axe Kicks: WS+(A),(A)  
Hell Sweeps: (D),N,(D),tap  
(D)+(A),(A)  
Axe Kick: (D)+(A)  
Feint Hopkick: tap (D),N+(A)  
Jumping Kick: (A) Hell  
Sweeps, Roundhouse: (D)\_tap  
(D)+(A),(A),(A),(A)

Body Blow: (D)+(O)+(A)  
Double Side Kicks: (D)+(X)+(O)  
Crouch Dash: (D),N,(D),(D)  
Hunting Hawk: (D)+(X),(O),(X)  
Rising Crescent: WS+(X)

MEDIUM

Zig Kangaroo Kick: [Tag]  
(X), (D)+(X)+(O) [Tag]  
SS+(X)+(O)  
Soul Siphon: (O)+(O)+(A)+(X)  
Possession:  
F+(O)+(O)+(A)+(X)  
Avoiding the Puddle:  
(D)\_up\_(D)+(O)  
(Left) Wheels of Hell:  
(O)+(X)+(A)+(O)+(A)+(Tag)

Step-in Mid-kick: (D)+(X)+(O)  
Triple Blind Kicks:  
(D)+(O),(X),(O)  
Double Knee Rush:  
(D)+(O),(X),(O)+(D)+(O)  
Rising Knee: [Tag] (D)+(D)+(O)  
[Tag]  
Tumbleweed:  
(O)+(A),(O)+(A),(O)+(A)

Ten Hit:  
(O),(X),(O),(X),(X),(X),(X),(O),(X)  
Peck Needle: C  
(D)+(O),(X),(X),(D)+(X)  
Heel Explosion Unblockable:  
tap (D)+(X)+(O) [(D)+(A)+(X)]  
Butterfly Kicks (Butterfly  
Needle): (O),(A),(X),(X),(X)  
(O)+(D)+(O)  
Maha Needle:  
2\_tap1\_tap3)+(X)

(Left) Steel Pedal Bash:  
(O)+(X)+(A)+(A)+(A)+(Tag)  
(Right) Skull Smash:  
(O)+(X)+(A)+(A)+(A)+(Tag)  
(Back) Reverse Neck Throw:  
(O)+(X)+(A)+(A)+(A)+(Tag)  
Wind Godfist:  
[Tag] (D),N,(D),tap (D)+(A)  
[Tag]  
Ultimate Tackle:  
(D)\_FC+(O)+(A)

(Left) 5 Kick  
Massacre:(O)+(X)+(A)+(O)+(A)+(Tag) {(O)}  
(Right) Neck  
Snapper:(O)+(X)+(A)+(O)+(A)+(Tag) {(A)}  
(Back) Jumping Leg Press:  
(O)+(X)+(A)+(O)+(A)+(Tag)  
Butterfly Combo:  
(RFL) (X),(X),(X)\_down+(X)>(O)  
Butterfly Combo 2:(RFF)  
(X),(X),(X)\_down+(X)>(O),(O)

HARD

Tenstring:  
(O),(A),(O),(O),(O),(O),  
(O),(O),(O),(O)  
Tenstring:  
(O),(A),(O),(O),(A),(A),  
(O),(O),(O),(O)  
Tenstring:  
(O),(O),(A),(A),(O),(O),  
(O),(O),(O),(O)  
Eight Hit:  
(O),(A),(O),(O),(O),(O),(X)+(O)  
Manji Spin Slaps:  
(D)+(A),(A),(A),(A),(A),(A)

Handspring Backflip:  
Bazooka Leg  
(D)+(D),N+(X)+(O),(O)  
Bull kick: Left hook  
SS+(O),(O)+(O)  
Mid-kick/High-kick/Front-kick:  
(X)\_O\_((D)+(O))  
Double Face Buster:  
(D)+(O),(A) [Tag]  
Embracing Knee:  
(D),N,(D), (D)+(O)+(A)+(O)

Tenstring:  
(O),(X),(X),(O),(X),(X),  
(X),(O),(X),(X)  
Seven Hit:  
(X),(O),(X),(X),(X),(X),(O)  
Six hit: (X)+(O),dash forwards,  
tap (D)+(O)  
Seven hit:  
N,(D),tap (D)+(X),tap (D)+(X),(A)  
Seven Hit: (during counter)  
(D)+(X),(X),N+(X),(O),  
(D)+(X),(X),N+(X)

Tenstring: Dash forwards N+  
(A),(O),(A),(A),(X),  
(A),(A),(O),(A),(O)  
Tenstring: Dash forwards N+  
(A),(O),(A),(A),(X),  
(A),(X),(A),(O)  
Tenstring: Dash forwards N+  
(A),(O),(A),(A),(A),(A),(X),(A),(O)  
Jumping Kick: (A) Hell Sweeps  
Roundhouse: (D)\_tap (D)+(A),  
(A),(A),(A)  
Thunder Godfist:  
(D),N,(D),tap (D)+(O), [(X)\_A]

Tenstring:  
(O),(A),(X),(O),(X),(O),(O),  
(O),(O),(O),(X)  
Left Kicks:  
Spin Kick, (RFF)  
(X),(X),(O)>(O)  
Left Kicks: Spin Kick,  
(RFL) (X),(X),(O)  
Right Kick Combo:  
(RFL)\_LFFJ (O),(O),(O) [(D)+(A)]  
Hot Feet: Mid-kick \_ Low Kick  
(O),(O),(O),(X)\_O

HARDEST

TOP 20 MOVES



## CHARACTER



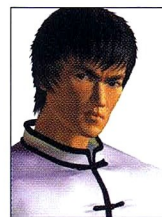
**GUN JACK**  
Slow robot from way back, but he's quite handy



**DEVIL**  
The bad guy you've read about in books



**ANNA WILLIAMS**  
Bitter sister of Nina



**FOREST LAW**  
Son of Marshall, friend of Paul looks like Jackie



**KUMA**  
Bear; takes his beatings for the animal kingdom

## Good for Bad for Best Tag partner

Big hits	Piercing stares	Tag moves	One Inch Punches	Fighting flatulence
Speed	Bible Studies	Dinner parties	Believable moves	A friendly hug
Jack 2	None	Nina	Paul Phoenix	Ling Xiaoyu

## EASY

Low Punch: ↓+⊕ Mid Punch: ↘+⊕ High Punch: →+⊕ Cross Cut Saw: ⊕ Piston Gun Assault: ←+⊕	Flying Laser: ⊗+⊕ Twin Pistons: ↘+⊕ Flipstomp: ⊗⊗ Hip Toss: ⊕+⊕ {⊕} Ground Laser: ⊕+⊕	Scarlet Rain: ⊕+⊕ Fatal Attack: ↗+⊕>⊗ Wine Opener: ↘+⊕ High Kick, Low Kick: ⊕, ⊗ Thrust Kick: >⊕ Leg Blade Floats on Major Counterhit: SS+⊕	Bitch Kicks: ⊕+⊗ Demon Paw: Dash forwards +⊕ Screw Kick: →+⊗ Quick Knee: →+⊕ Axe Kicks: ⊕, ⊕	Jumping Boot: ↗+⊕ Hip Press: ↗+⊗+⊕ Sit Down: ↓+⊗+⊕ Terrible Claw: ←+⊕+⊕ Grizzly Headbutt: ↘+⊕+⊕
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## MEDIUM

Hammer Knuckle – Double Uppercut: ⊕+⊕<⊕+⊕ Double Uppercut – Hammer Knuckle: WS+⊕+⊕<⊕+⊕ Arm Scissors:(→_→)+⊕+⊕ Cross Cut Saw: ⊕+⊕ Megaton Punch: ↘+⊕	Angel/Devil Kicks: ⊕+⊗ {⊕} Devil Fist: →, →+⊕ Diagonal Up/Forward Air Laser: ↑+⊕+⊕ Shining Fists: ⊕, ⊕>⊕ Punches, Backfist: [⊕]⊕>⊕	Slice Shot: SS+⊗ Spinning Layout Slap: →, →+⊕ Cold Blade: FC, ↘+⊕ Right Hand Stab Auto Mid Cancels: FC, →+⊕ Low Kick: (Low Kick) _ High Kick _ Uppercut [Tag]: ↓+⊗, (↓+⊕)_⊕_⊕ [Tag]	Tooth Fairy [Tag]: Juggles Sidestep+⊕ [Tag] Gut Punch: (Stuns on CH) ←, →+⊕, Elbow, Demon Paw_(Uppercut): [Tag] >⊕>⊕_(↓+⊕) [Tag] Thunder Godfist: [Sidekick, Hellsweep]→, N, ↓, tap ↘+⊕, [⊗_⊕]	Bear Cannon: →+⊕_⊕, ⊕ [Tag] Grizzly Uppercut: WS+⊕>⊕ Wild Claw Windmill: Backpaw FC, ↘+⊕, ⊕, ⊕, ⊕ Low Bear Rush: FC+⊕, ⊕, ⊕, (↓_↘_→)+⊕ Spring Hammer Punch: FU/FT ↓+⊕+⊕
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## HARD

Sitting Punches: (⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕) Double Thrust Gigaton Stomp: ⊗+⊕, ⊗+⊕ Hammer Uppercut Rush: ↘+⊕, ⊕, ⊕, ⊕ Quick Upper Rush:(↘_⊕, ⊕_⊕_⊕, ↘+⊕, ⊕, ⊕) Cossack Kicks:↘+⊗, ⊕, ⊗, ⊗, ⊗, ⊗⊕+⊕, ⊗+⊕, ⊕+⊕	Split Axe Kick: →, →+⊗ Axe Kicks: ↘_WS_(→, N, ↓, ↘)+⊕, ⊕ Satan Sweeps: →, N, ↓, ↘+⊕, ⊕ Thunder Godfist, Heaven Denied: →, N, ↓, ↘+⊕, ↗ Wind Godfist: →, N, ↓, ↘+⊕ [Tag]	Side Kick, Punches, Low Kick: ↘+⊗, ⊕, ⊕, ⊕ Side Kick, Punch, High Kick _ Low Kick Roundhouse: ↘+⊗, ⊕, ⊗_(↓+⊗)_⊕ Side Kicks, High Kick, 2 Punches: ↘+⊗ [⊗⊗, ⊗], ←_⊕_(⊕, ⊕) Bonecutter Achilles Tendon Lock on Major Counterhit: (↗+⊗_(→, →, →+⊗))	Demon 7 String: ⊕, ⊕, ⊕, ⊗, ⊗, ⊕, ⊗ Electric Wind Godfist: [Tag] →, N, ↓, tap ↘+⊕ [Tag] Twin Pistons: [Tag] WS+⊕, ⊕ [Tag] Rising Uppercut: [Tag] WS+⊕ [Tag] White Heron Combo: ⊕+⊕, ⊕, (⊕_→)+ ⊕	Uppercut Rush: ↘#+⊕, ⊕, ⊕, ⊕ Uppercut Rush 2: ↘#+⊕, ⊕, ⊕, ⊕ Uppercut Rush 3: FC, ↘#+⊕+⊕+⊕ Short Bear Rush: FC, ↘+⊕, (↓_↘_→)+⊕ Bear Rush: FC, ↘#, ⊕, ⊕, (↓_↘_→)+⊕
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## HARDEST

Tenstring: ↘+⊕, ⊕, ⊕, ⊕, ⊕ , ⊕, ⊕, ⊕+⊕, ⊕+⊕ Tenstring:D+⊕, ⊕, ⊕, ⊕, ⊕ , ⊕, ⊕, ⊕, ↓+⊕+⊕, ⊕+⊕ Tenstring:↓+⊕, ⊕, ⊕, ⊗, ⊕, , ⊕, ⊕, ⊕+⊕, ⊕+⊕ Tenstring:↗+⊕, ⊕, ⊕, ⊗, ⊗ , ⊕, ⊕, ⊕, ↓+⊕+⊕, ⊕+⊕ Triple Thrust Gigaton Stomp:⊗+⊕, ⊗+⊕, ⊗+⊕	(Left) Steel Pedal Smash Multislam:(⊕+⊗)_(⊕+⊕) (⊕+Tag) {⊕} (Right) Skull Smash Big Drop:(⊕+⊗)_(⊕+⊕) (⊕+Tag) {⊕} (Back) Reverse Neck Throw Telekinetic Slam: (⊕+⊗)_(⊕+⊕)_(⊕+Tag) {} TS: →, →, N+⊕, ⊕, ⊕, ⊕, ⊗, ⊗, ⊗, ⊕, ⊕ Corpse Splitter: (↑_↗_↖)+⊕+⊕	Tenstring:_ (WS+⊕)_(↘+⊕) , ⊕, ⊕, ⊗, ⊗, ⊕, ⊕, ⊕ Rear Gatelatch Falconwing Squeeze:⊗, ⊕, ⊕, ⊕+⊕, ⊕+⊕ {⊕+⊕} Gatelatch Throw: ⊕, ⊗, ⊕+⊕, ⊗+⊕, ⊕ {⊕} Arm Sprain, Standing Crosslock: ⊕+⊗, ⊕, ⊕+⊕ {⊕} Inverted Crucifix: ⊕, ⊗, ⊗, ⊗+⊕, ⊕+⊕ {⊕+⊕}	Tenstring : Dash forwards N+⊕, ⊕, ⊕, ⊕, ⊗, ⊕, ⊕, ⊕, ⊕ TS: Dash forwards N+⊕, ⊕, ⊕, ⊕, ⊗, ⊕, ⊕, ⊕ Elevenstring: ←+⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕+⊕, ⊕, ⊕, ⊗_⊕ Elevenstring: ←+⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕+⊕, ⊕, ⊕, ⊗+⊕ Fivestring: →+⊕, ⊕, ⊕, ⊕, ⊕_(↓+⊕)	Bear Knuckle, Double Uppercut/Prowling Bear Stance: ⊕+⊕>(⊕+⊕)_→ Double Uppercut, Bear Knuckle: WS+⊕+⊕_↘>⊕+⊕ [Tag] (Left) Choke Slam: (⊕+⊗)_(⊕+⊕)_(⊕+Tag) {⊕} (Right) Rag Doll: (⊕+⊗)_(⊕+⊕)_(⊕+Tag) {⊕} (Back) Chew Toy: (⊕+⊗)_(⊕+⊕)_(⊕+Tag) {}
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**ROGER**  
Marsupial mentalist with a particularly mean upper cut



**GANRYU**  
Who ate all the pies? Sumo boy here did



**OGRE**  
The reawakened God of Fighting



**JUN KAZAMA**  
Teenage mother of Jin. (Us neither.)



**KUNIMITSU**  
Nice mask, shame about the face...

CHARACTER

Wind up punch  
Sensible conversation  
None

Crouching down  
Speed  
None

Stupid hair  
Fast attacks  
True Ogre

Locks and throws  
Powerful punches  
Jin

Chopping vegetables  
Showing her face  
Kazuya

Good for  
Bad for  
Best Tag  
partner

Tail Cutter: ↘+⊗  
Elbow Sting: ↘+⊕  
Jab, Uppercut: ⊕,⊕  
Elbow Gutpunch: ↘+⊕  
Powerbomb: ⊕+⊕ (⊕)

Sit Down: ⊗+⊕  
Megaton Palm: ⊕  
Low Leg Swipe: ↘+⊗  
Ganryu Stomp: ↓+⊕  
Cross Cut Saw: ⊕,⊕,⊕

Shining Fists: ⊕,⊕>⊕  
Punch, Backfist: ⊕>⊕,⊕  
Double Facebreaker:  
↘+⊕,⊕  
Right Axe Kick: →+⊕  
Kunai Murder: ←+⊕

Crescent Kick: →+⊕  
Boomerang Sparrow: SS+⊕  
Cartwheel Stomp: ⊗+⊕  
Sparrow Trip: ←+⊕  
Vacuum Mist Palm: ⊕+⊕

Kunai Murder: ←+⊕  
Kunai Stab: ↘+⊕  
Rushing Elbow: ⊕+⊕  
Shark Attack: ⊕+⊕  
Flying Shadow: ⊗+⊕

EASY

Flying Cross Chop:  
→,→+⊕+⊕  
Knuckle Bomb: →,↗+⊕+⊕  
Animal Headbutt: ↘+⊕+⊕  
Jumping Animal Sweep:  
↑+⊗+⊕  
Jail Kick: →,→+⊕

Hip Press/Roll Back (sit down if misses): ⊗+⊗+⊕  
Pedal Press: ↓+⊕+⊕  
Lifting Toss: →+⊕+⊕ ⊕  
Jizo Hug: →,→+⊕+⊗  
Megaton Palm:  
←,↘,↓,⊕+⊕

Left Axe Kick: →,→+⊗  
Bazooka Leg: →,→+⊕  
Baek Heel: →,→,↗+⊕  
Hunting Hawk: ↗+⊗,⊕,⊗  
Azteca Shoot: S+⊕

Back Flip: [Tag] ⊕+⊗ [Tag]  
Charging Strike: [Tag]  
⊕ [Tag]  
Moon Scent:  
(WS+⊗\_FC, ←+⊗)  
Mist Palm Thrust: →,→+⊕  
Screw Punch, Front Kick  
Series: →+⊕,⊗

Poison Wind Flipstomp:  
↗+⊗+⊕  
Somersault Flipstomp:  
FC\_↓+⊗+⊕  
Lunge Jumpkick: →+⊗+⊕  
Kunai Dragon Tail: SS+⊗+⊕  
Shark Dive: →,→+⊗+⊕

MEDIUM

Animal Megaton Punch:  
→,→,↗+⊕  
Animal Godfist:  
→,↗,↘+⊕  
Animal Smash:  
(→,↗,↘+⊕+⊕)  
\_ (FC+⊕+⊕)  
Low Jab, Uppercut:  
↓+⊕~↗+⊕  
Animal Driver:  
↓,↘,→,↗,↑+⊕ ⊕

Nodowa Mid Combo:  
FC,⊕+⊕,⊕,⊕  
Nodowa Mid Combo:  
↓,↓,⊕+⊕,⊕,⊕  
Kabuki Low Palm:  
↓+⊕,⊕,⊕,⊕  
Wild Swing: Backfist  
FC,⊕+⊕,⊕,⊕,⊕  
Double Uppercut Hammer:  
WS+⊕+⊕>⊕+⊕

Snake Catapult:  
FC+↗,↗,↗+⊗[Tag]  
Chaolan Dragonslide:  
→,→,↗+⊕+⊕  
Infinite Kicks:  
WS+⊗,⊗,↓+⊗,⊗  
Bowling Ball Fist:  
→,→+⊕+⊕  
Waning Moon: ↘,↘+  
⊕+⊕ ⊕

(Front) Arm Scroll Lock:  
⊕+⊗  
(Front) Serpent Twist: ⊕+⊕  
(Front) White Mountain:  
↘+⊕+⊗  
Charging Strike [Tag]:  
(→+⊕\_↘+⊕+⊕) [Tag]  
Driving Sparrow:  
(⊕\_SS)+⊕

Manji Vanish: ↓+⊕+⊕  
Winter Wind: SS+⊕+⊕  
Spinning Hilt Strikes:  
←#+⊕,⊕,⊕,⊕,⊕  
Spinning Hilt Strike:  
←+⊕,⊕,⊕,⊕  
Spinning Low Sweep:  
←+↗,↗,↗

HARD

(Left) Swinging DDT:  
(⊕+⊗)\_ (⊕+⊕)  
\_ (⊕+Tag) {⊕}  
(Right) Running Bulldog:  
(⊕+⊗)\_ (⊕+⊕)  
\_ (⊕+Tag) {⊕}  
Reverse Neck Toss:  
(⊕+⊗)\_ (⊕+⊕)  
\_ (⊕+Tag) ⊕  
Major Counterhit Ali Kick  
[Ali Kicks],  
Roll Back: ↓+⊗+⊕,  
⊗+⊕, [⊕,⊕,⊕,⊕], ↓  
Animal Driver:  
↓,↘,→,↗,↑+⊕

(Left) Upper Stream: [Tag]  
(⊕+⊗)\_ (⊕+⊕)\_ (⊕+Tag)  
[Tag]  
(Right) Crotch Slam: [Tag]  
(⊕+⊗)\_ (⊕+⊕)\_ (⊕+Tag)  
[Tag]  
Devil Thrusts:  
→+⊕,⊕,⊕,⊕,  
⊕,⊕,⊕  
Devil Thrusts: ↓  
⊕,⊕,⊕,⊕,⊕,⊕,⊕  
(Back) Upside-Down Drop:  
(⊕+⊗)\_ (⊕+⊕)\_ (⊕+Tag)

(Left) Multislam:  
(⊕+⊗)\_ (⊕+⊕)  
\_ (⊕+Tag) {⊕}  
(Right) Big Drop:  
(⊕+⊗)\_ (⊕+⊕)  
\_ (⊕+Tag) {⊕}  
(Back) Telekinetic Slam:  
(⊕+⊗)\_ (⊕+⊕)\_ (⊕+Tag) ⊕  
[Little Hop], Super Knuckle  
Bomb Unblockable: ↗  
[N]+⊕+⊕\_ ↓  
Cat Thrust/Right Hand Stab  
Crumbles on major counterhit:  
FC, →+⊕\_⊕

Tenstring:  
WS+⊕,⊕,⊕,⊕,⊕,  
⊕+⊕,⊕+⊕  
Four Hit: WS+⊕,⊕,⊕,⊕  
(Front) Cloud Taste:  
(⊕+⊗\_⊕+⊕\_⊕+Tag)  
(Right) Wind Wheel:  
(⊕+⊗\_⊕+⊕\_⊕+Tag)  
(Back) Angler Drop: (Back)  
(⊕+⊗\_⊕+⊕\_⊕+Tag)

Tenstring: ⊕⊕⊕,⊕,  
⊕,⊕,⊕,⊕,⊕,⊕  
(Left) Avalanche:  
(⊕+⊗)\_ (⊕+⊕)\_  
(⊕+Tag) {⊕}  
(Right) Dizzy Cyclone: [Tag]  
(⊕+⊗)\_ (⊕+⊕)\_  
(⊕+Tag) {⊕}  
(Back) Reverse Neck Toss:  
(⊕+⊗)\_ (⊕+⊕)\_ (⊕+Tag)  
Spinning Leg Sweeps:  
←#+⊗,⊕,⊕,⊕,⊕,⊕

HARDEST

TOP 20 MOVES



## CHARACTER



**MICHELLE CHANG**  
Nice lass. If a bit on the dull-side



**PAUL PHOENIX**  
Should go easy on the old hair products



**WANG JIN-LEI**  
Old man, hard as nails



**BRIAN FURY**  
Evil zombie policeman



**KING**  
Looks like a leopard, fights like a man

## Good for Bad for Best Tag partner

Long kicks	Very hard punches	Varied combos	Counter-attacking	Expert fighters
Recovery time	Sensible driving	Fast punches	Low-level moves	Beginners
Julia	Forest Law	Lee Chao-Lin	None	Armor King

## EASY

Flash Uppercut: →+⊙ Twin Arrow: ⊙+⊙ Flash Punch: ↓, ↘+⊙ Club Fist: ↘+⊙ Flash Uppercut: ⊙ [Tag]	Punch, Lowkick: ⊙, ⊙ Low Sweep, Elbow, Deathfist: ⊙, ⊙>⊙ Tile Splitter: ↓+⊙ Falling Leaf Combo: ⊙, ⊙ Smoking Palm Strike: ⊙	(Front) Headlock Toss: ⊙+⊙ (Front) Body Slam: ⊙+⊙ Front Strike: →+⊙ German Suplex: ⊙+⊙ G-Clef - Club Fist: ⊙, ⊙	Mach Kick: →, →+⊙ Spin Kick: WS+⊙+⊙ Quick Knee: ←+⊙ Power Axe: ↘+⊙ Wolf Bite: <⊙	(Front) Swinging DDT: ⊙+⊙ Brainbuster Suplex: ⊙+⊙ Uppercut (BK): ⊙+⊙ Backhand: ⊙ Jumping Boot: tap ↗+⊙
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## MEDIUM

Club Fist: Bow & Arrow ⊙+⊙, ⊙ Hunter: →, →+⊙ Flash Elbow: FC, ↘+⊙ Flash Arrow: ↓, ↘+⊙ Snake Step: SS+⊙	Idiot Flip Kick: ↑+⊙+⊙+⊙ Punch, Kick_Lowkick: ⊙, ⊙_(↓+⊙) (Front) Shoulder Throw: ⊙+⊙ [Tag] (Front) Shoulder Popper: ⊙+⊙ (⊙) Elbow, Death Fist FC: tap ↘+⊙>⊙	False Lift: [Tag] ↘+⊙ [Tag] Snap Kick: ↘+⊙ S Earthquake Stomp: ↗+⊙+⊙ Bow & Arrow: FC, ↘+⊙, ⊙ Power Fist: ⊙XCF+⊙	Slash Kick: →, →+⊙ Gatling Rush: ⊙, ⊙, ⊙, ⊙ Headhunter: SS+⊙ Cheap Trick: SS+⊙, ⊙ Mach Breaker: →, →+⊙	Boston Crab: ⊙+⊙, ⊙, ⊙, ⊙+⊙ Brainbuster Suplex: ⊙+⊙ Coconut Crush: tap ↘+⊙+⊙ Jaguar Driver QCF: ↓+⊙ {⊙+⊙} Flying Pre-sidestep: ⊙+⊙ {⊙+⊙}
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## HARD

Ultimate Cannon: (↓+⊙~N+⊙_⊙+⊙), ⊙ [Tag] Blizzard Suplex (Left): (⊙+⊙_⊙+⊙_⊙+Tag) Southern Cross Suplex: (⊙+⊙_⊙+⊙_⊙+Tag) Rear Suplex (Back): (⊙+⊙_⊙+⊙_⊙+Tag) Arm Lock Suplex (Front): ↘+⊙	(Front) Stomach Throw: ←+⊙+⊙ (⊙) Striking Shiho-Nage: tap ↘+⊙+⊙ (⊙+⊙) (Front) Shoulder Ram: [Tag] dash →+⊙+⊙ [Tag] {⊙+⊙} (Left) Dragon Screw: (⊙+⊙_⊙+⊙)_ (⊙+Tag) {⊙} Lifting Leg Punch: [Tag] ⊙, ⊙+⊙ [Tag]	Club Fist, Flash Uppercut: ↘+⊙, ⊙ [Tag] Double Palm Thrust: (→_→, →_→)+⊙+⊙ Lunging Double Fist: ↘+⊙+⊙ Mountain Splitter: ⊙+⊙ Horse Tamer: SS+⊙+⊙	Rolling Driver: (↑_↗)+⊙ Leaping Slash Kick: (WR_→, →, →)+⊙ Doom Knuckles: Sidestep Mach ←+⊙<⊙ (↑_↓)<⊙ Vulcan Cannon: Vulcan Punch ↘+⊙<⊙<⊙<⊙, ⊙ Hammer Driver: (FC_↓_N_SS)+⊙+⊙	Sidestep and Leg Sweep: ⊙+⊙, ⊙, ⊙+⊙ Arm Crucifix: ⊙, ⊙, ⊙, ⊙+⊙, ↗+⊙ Chicken Wing Face Lock: ⊙, ⊙, ⊙+⊙+⊙ Reverse Guillotine Choke: ⊙, ⊙, ⊙, ⊙+⊙+⊙, ⊙+⊙+⊙ Rolling Death Cradle: ⊙+⊙, ⊙+⊙, ⊙+⊙, ⊙+⊙, ⊙+⊙
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## HARDEST

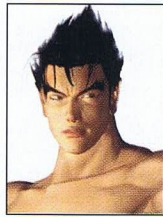
Tenstring: ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ Tenstring: ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ Tenstring: ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ Heaven Cannon: →+⊙+⊙ ↑, ↗ Evasive Backflip: ↑, ↗	Tenstring: ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ Tenstring: ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ Fivestring: ⊙, ⊙, ⊙, ⊙, ⊙ Ultimate Punishment (Tackle): (⊙, ↓+⊙, ⊙), (N+⊙_⊙_⊙ +⊙) {⊙} (Right) Tripping Hip Toss: (⊙+⊙)_ (⊙+⊙) _(⊙+Tag) (⊙)	Tenstring: ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (Back) Reverse Neck Toss: (⊙+⊙_⊙+⊙_⊙+Tag) Waning Moon: [Tag] (from front) ↘, ↘ +⊙+⊙ [Tag] Crushing Dragon: (from Left) (⊙+⊙_⊙+⊙_⊙+Tag) Golden Mountain: [Tag] (from Right) (⊙+⊙_⊙+⊙ +⊙_⊙+Tag) [Tag]	(Front) Gravity Brain Buster: ⊙+⊙ (Front) Chains of Misery: FC, ↘, ↓, ↘+⊙+⊙ Tenstring: ←+⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ Eight hit: ←+⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ Eight hit: ←+⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙	Frankensteiner: [Tag] tap ↗+⊙+⊙ [Tag] Ultimate Tackle: (↓, tap 1)_ (FC) +⊙+⊙ Mid/High Kick Reversal: ←+⊙(⊙+⊙)_ (⊙+⊙) Jumping Powerbomb (stun): ⊙+⊙, ↑, ↓, N+⊙+⊙ {⊙+⊙} Elbow Drop: ↗+⊙+⊙
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LING XIAYOU

## Specialist in teenage temper tantrums



**JIN KAZAMA**

**Strong chap,  
mighty big quiff**



JULIA CHANG

Likes to dress up  
as an Indian



LEI WULONG

## Jackie Chan lookalike with masses of moves



NINA WILLIAMS

**Great legs (for kicking you with)**

## CHARACTER

Taming bears  
Hardly anything  
Panda/Kuma











Multi-level attacks  
Beating Heihachi  
Jun

Powerful kicks  
Dress sense  
Michelle

Expert fighters  
Easy to learn combos  
None

Punch combos  
Not much  
Anna







**Good for**  
**Bad for**  
**Best Tag**  
**partner**

Jab, Uppercut:   +   
Birds Flock:  +   
Power Crescent:  +   
Kneecap Kicktap:  +   
Skyscraper Kick: WS + 


















Shining Fists:  $\square, \square > \triangle$   
 Can-Can Kicks:  $\downarrow + \times + \triangle$   
 Ultimate Tackle:  
 $\downarrow\_FC + \square + \triangle$   
 Axe Kicks:  $\triangle, \triangle$   
 Demon Gutpunch:  $\square + \triangle$

Death Valley Bomb:  $\textcircled{\times} + \textcircled{\times} \{ \textcircled{\times} \}$   
 Fisherman Suplex:  $\textcircled{\triangle} + \textcircled{\circ} \{ \textcircled{\triangle} \}$   
 Twin Arrow:  $\textcircled{\times} + \textcircled{\triangle}$   
 Jumping Boot Juggles:  $\textcircled{\times} + \textcircled{\circ}$   
 Armlock Suplex:  $\searrow + \textcircled{\times} + \textcircled{\triangle}$



Falling Anklekick: (X)+(A)  
Flying Sky Kick: [Tag] (front)  
(X)+(A) [Tag]  
(Front) Neck Wringer: (A)+(A)  
Jumping Boot: ↗+(A)  
Lifting Uppercut: ↗+(A)



(Front) Arm Grab Flip:  +   
 (Front) Lifting Toss:  +   
 Lift Shot: SS +   
 Shut Up: ,  +   
 Head Ringer: , 




# EASY




Horizon Taunt:  +  +   
 Waving Taunt:  +  +   
 Axis Cartwheel:  +  +   
 Axis Dive Roll:  +  +   
 Wing Strikes Dash:  
 +  +   + 


White Heron Combo:  
 ⊕ + ⊕, ⊕, ( ⊕ ↓ + ⊕ )  
 Elbow, Demon: Paw\_ (Uppercut)  
 [Tag] > ⊕ > ⊕\_ ( ↓ + ⊕ ) [ \_ Tag]  
 Thunder Godfist: [Sidekick,  
 Hellsweep] →, N, ↓, Tap  
 ↘ + ⊕, ( ⊗ ⊕ )  
 Overhead Smash, Knee: + ⊕ > ⊕  
 Overhead Smash Tap: ↘ + ⊕, ⊕

Front Suplex 2:   
{

Front Suplex 2:   
{

Earthquake Stomp: 

Heaven Cannon Unblockable –  
Juggles: 

Parting Fist: SS+

Rushing Punches, Sweeping Kick\_Midkick:  
→,N+□▷▷▷▷,×▷▷▷▷  
Guard Melting Punches: (BK)  
→,N+△□,△,□  
Crescent Kick: (×) (Punches,  
Low Kick)→+△,△,□▷▷▷▷,×  
Headbutt: ←+□+△

Crab Claw: QCF+⊗+⊙  
 Commando Arm Lock: ⊗+⊙, ⊗, ⊙, ⊕+⊕  
 Heel Hold: ⊗+⊙, ⊙, ⊕, ⊕+⊕  
 Knee Cross Lock: ⊗, ⊕, ⊙, ⊕+⊙  
 Achilles Tendon Lock: ⊕, ⊗, ⊕+⊙, ⊗+⊙, ⊕+⊕

## MEDIUM

Four Hit Flurry:  
[Tag] FC, (X, A, B) > (A)  
[~ Tag]  
Twin Lifting Palms:  
[Tag] Jugglestep ↘ + (A, ~ B)  
[~ Tag]  
Crouching Backturn:  
(BK) FC, tap ↙ + (X, A)  
Spin Sweep, (Phoenix Stance):  
FC, tap ↘ + (A)  
Lotus Twist, Lotus Slap\_(BK):  
FC, tap ↗ + (A, B) ( tap 3)

Demon 7-String:  
 ☐, △, △, ✕, △, △, ✕  
 Tenstring dash forwards:  
 N+△, ☐, △, △, ✕, △, △, ☐,  
 △, ☐  
 Tenstring dash forwards:  
 N+△, ☐, △, △, ✕, △,  
 △, ✕, △, ☐  
 Leaping Slash Kick:  
 WR\_→, →, →+⊙  
 Can Can: ↓+✕+⊙

Death Push, Punt Kick, Dash  
Uppercut [Tag] Juggles:  
(↓+⊕, ⊗)\_(⊕+⊗), ⊕  
[\_ Tag]  
Dashing Punch, Elbow Stuns  
on Major Counterhit:  
(RN)\_(↓, ↘)+⊕>⊕  
Death Push: Low Kick \_ High  
Kick: ↘+⊕, ⊗\_⊕  
Cross Arm Suplex:  
FC, ↙, ↓, ↘, ⊕+⊕ {⊕+⊕}

(Right) Punches/Crescent Kick:  
 (⊕+⊗)\_(⊕+⊕)\_(⊕+Tag)  
 Backflips, (BK):  
 ⊕+⊕,[⊕+⊕],[⊕+⊕]  
 Tag-Hit Combo:  
 ⊕,⊕,⊕,⊕,⊕,⊕\_↓+⊕  
 Stabbing Punches, [Snake  
 Stance]: ⊕,⊕,⊕,⊕,⊕,⊕,[→]  
 Hawk Claw Kicks:  
 ⊕>⊗>⊗>⊗...  
 Lightning Crescent, Stunkick\_  
 Lowkick: →.N+⊗(⊕) ↓+⊕

Tenstring: ♣+♠,♠,♠,♠,  
 ♣,♣,♣,♠,♣,♣  
 Tenstring: WS+♠,♠,♠,  
 ♠,♣,♣,♠,♠,♠,♣  
 Tenstring: ♠,♠,♠,♠,♣,  
 ♣,♠,♠,♠,♣  
 Tenstring: ♠,♠,♠,♠,♣,  
 ♣,♠,♣,♣,♣  
 Tenstring: ♠,♠,♠,♠,♣,  
 ♣,♣,♠,♣,♣,  
 ♣,♣,♠,♣,♣

**HARD**

Tenstring:  $\uparrow + (\triangle, \square, \triangle),$   
 $(\square + \triangle), \square, (\times, \triangle, \triangle, \triangle, \square)$   
 Tenstring:  $\uparrow + (\triangle, \square, \triangle, \triangle, \triangle, \square + \triangle, \square, \triangle, \triangle)$   
 (Left) Arm Hook Toss:  
 $(\square + \times), (\triangle + \triangle),$   
 $(\triangle + \text{Tag}) \{ \square \}$   
 (Right) Reverse Flip:  
 $(\square + \times), (\triangle + \triangle),$   
 $(\triangle + \text{Tag}) \{ \triangle \}$   
 (Back) Spinning Leg Trip:  
 $(\square + \times), (\triangle + \triangle), (\triangle + \text{Tag})$

Ninestring: dash  $\rightarrow$  +N+ $\triangle$ , $\square$ ,  
 $\triangle$ , $\triangle$ , $\triangle$ , $\triangle$ , $\times$ , $\triangle$ , $\square$   
 Tenstring:  $\times$ , $\triangle$ , $\triangle$ , $\times$ ,  
 $\square$ + $\triangle$ , $\triangle$ , $\triangle$ , $\square$ , $\triangle$   
 Ninestring:  $\times$ , $\triangle$ , $\triangle$ , $\times$ ,  
 $\square$ + $\triangle$ , $\triangle$ , $\square$ , $\times$ , $\triangle$   
 Elevenstring:  $\leftarrow$ + $\triangle$ , $\triangle$ , $\triangle$ ,  
 $\triangle$ , $\triangle$ , $\triangle$ , $\square$ + $\triangle$ , $\triangle$ , $\square$ , $\times$ , $\triangle$   
 Ninestring:  $\leftarrow$ + $\triangle$ , $\triangle$ , $\triangle$ ,  
 $\triangle$ , $\triangle$ , $\triangle$ , $\square$ + $\triangle$ , $\triangle$ , $\times$ + $\triangle$

(Left) Running Bulldog:  
 $(\oplus + \otimes) \_ (\oplus + \odot) \_ (\oplus + \text{Tag})$   
 [Tag] {  $\oplus$  }

(Right) Spinning  
 Frankensteiner:  
 $(\oplus + \otimes) \_ (\oplus + \odot) \_ (\oplus + \text{Tag})$   
 [Tag] {  $\oplus$  }

(Back) Spinning Air  
 Neckbreaker:  
 $(\oplus + \otimes) \_ (\oplus + \odot) \_ (\oplus + \text{Tag})$   
 Tenstring:  $\oplus, \oplus, \oplus, \oplus, \otimes,$   
 $\otimes, \otimes, \otimes, \oplus, \oplus$   
 Tenstring:  $\oplus, \oplus, \oplus, \oplus, \oplus, \otimes,$   
 $\otimes, \otimes, \oplus, \oplus, \otimes$

Crane Stance:  
 (→+⊕+⊗, ↓, ↓)\_  
 (→, N+⊕, ⊕, ⊕, ⊕, ⊕\_↓)  
 2 Kicks, Punch, Kick:  
 ⊗>⊕>⊕>⊗  
 Tiger Stance:  
 (→+⊕+⊗, ↑, ↑)\_  
 (→, N+⊕, ⊕, ⊕, ⊕\_↓)  
 Kick, Punch Combo,  
 Lowkick\_Highkick:  
 ⊗, ⊕>⊕>⊕>⊕>⊗>⊕  
 Dragon Stance to Drunken  
 Throw, [Health Gain Drink]:  
 ⊕+⊗, [⊕+⊕]

Tenstring: WS+

Tenstring: WS+

Tenstring: BT (\_)

Tenstring: BT (\_)

Tenstring: BT (\_)

## HARDEST





**KEEP  
AHEAD  
of the  
game**

Get Official UK PlayStation Magazine every month for the very latest news and reviews. The only magazine with a playable demo disc featuring the hottest new games.



# SSX Snowboard Supercross

WITH INSTANTLY SATISFYING BUT DEEP GAMEPLAY, YOU'LL IMPROVE WITH EVERY GO. ESPECIALLY IF FOLLOWING OUR GUIDE TO ALL THE COURSES AND HIDDEN TRACKS...

PlayStation®2  
OFFICIAL MAGAZINE-UK

**VERDICT**

■ OVERALL

"Slick speedy and extremely addictive. Buy it, play it and find yourself ecstatically high-five-ing every stranger you meet between now and next Christmas. Easily the best snowboarding game ever created."

8

OUT OF 10

OFFICIAL  
SOLUTION!

**W**hoosh! That's the sound which summarises the SSX experience. What else can provide the feeling of excitement you get from being tossed spiralling head-over-heels into a snowdrift? Weave through the icy chicanes, glide through snow drifts and heroically leap across death-defying chasms. Oh, and don't forget to pull a whole slew of mid-air stunts and smack your opponent in the mouth if there's the chance. To become a true all-rounder, you'll need to master each mountain in show-off mode and rack up as many additional points as possible with crazy stuntage. For snowboarding fans, this is arcade-friendly flake-out heaven, which makes *Cool Boarders* look merely lukewarm.



## THE ESSENTIAL SELECTION

Don't ride the mountain, own it. Success relies on a seamless transition between thought and deed. Master these skills to guarantee success...





### PRE-WIND


The longer you hold jump, the further you travel. The longer you press the Analogue stick, the faster you rotate. Line up early for big jumps, and don't be afraid to stop boosting or leaning into the slope while you get things right. Release the pre-wind sooner than you think, or you'll miss the vertical boost off the curve of the ramp. It'll be too late to release the pre-wind in mid air. Don't forget, a poorly aligned pre-wind can be cancelled with L3.

**REMEMBER:** Pre-wind early, release early. Don't leave it too late.

### GET BACK ON TRACK

Press  to return to the track when you're stuck, lost off-piste or jammed behind a rock. It costs a few notches of your adrenaline bar, but the time penalty is negligible, so don't be shy. It's especially useful when you fall down a ravine. If you were more than halfway over the gap before you fell,

 will leap you to the other side.

**REMEMBER:** Get stuck: press .

### SPEED UP

As a general rule, you should always be pushing forwards in order to max out your speed from the slope. This results in slightly limited turning control, so be careful on ice, concrete and super-tight bends, where you need all the edge that you can get. Soft powder and impact landings are the other exceptions.

**REMEMBER:** Max speed: push forwards.

### PUSHING JUMPS

Your pre-wind will largely determine your flight through the air, but you can keep on pressing in the required flip direction to really push your tricks to the limit. This can mean the difference between a single or double flip. Also, if you look like landing on your head, use the Analogue to save the day and straighten things out, then release your grip and float home. Always remember

to stop rotating the pad when you're happy with your trick. Excess rotation will just hinder the steering control.







**REMEMBER:** Keep spinning, keep pushing, that's the key.

### LANDING JUMPS

It's often preferable to lean back for really big landings. The tail of the board is very flexible and will absorb many unbelievable impacts. This is especially true for ice and powder hits. Leaning forward will just send you arse over elbow. Don't forget you have a limited ability to rectify your body shape in the air after a pre-wind. Keep moving the Analogue stick all the while in order to create a flat-bellied and stable impact.

**REMEMBER:** Big drop, stable board.

### GRABS

The four shoulder buttons access different grabs and  is used to tweak them out further. Use in combination to score big. Press , , ,  and then  to unleash a sequence of grabs resulting in a tweaked Experimental Air. Don't rush it – push one button, wait for the grab to appear, press the next and wait for the other, and so forth. The full list of



**"If you look like landing on your head, use the Analogue then release your grip and float home."**





button combinations is in your trick book. Don't be afraid to try out some experimental combinations. You'll only get better with practice and the more you put in, the more you get out.

**REMEMBER:** More grabs, more buttons.

## GRINDS AND SLIDES

Grinds require some careful alignment with the rail, so slow down and shape up carefully. You can usually ride straight up them without jumping. It's often advisable to use adrenaline boosts as they increase your stability. Balance can be corrected with subtle

flicks of the Analogue pad. A neat trick is to perform a 90° jump onto a board slide, you've got a bigger surface to land on and less chance of falling. Hold pre-wind whilst on a rail to prepare a leap between broken sections.

**REMEMBER:** Slow approach, quick grind.

## PUNCHES

Flick the right Analogue in the required direction to flick out an arm. Yes, it's always satisfying to clonk an elbow into Jurgen's nose, but, as a general rule, only use punches if someone stumbles into a prime position. You can also whack people in mid-air too.

**REMEMBER:** Punch fast, ride past, that's the spirit.

## BOARD SELECTION

Quite simply, the more you win, the better the boards you get. Just keep picking the latest model for each new level. Keep an eye out for the doofus slalom boards – they're only suitable for people who want to race straight and

fast, and are generally hopeless for spin tricks. It should go without saying that mini-trick boards are the only suitable choice for the Show-Off levels.

**REMEMBER:** Your style, your choice.

## BOOST ICONS

It's worth remembering the position of speed boost icons as they really give you a shove. Always keep your eye out for trick icons near huge jumps so you can maximise your points and boost your adrenaline bar. Once again, don't get obsessed about hitting them – a wild veer towards an icon could cause a self-defeating wipeout. Missing the occasional one is far better than messing up and landing on your chin.

**REMEMBER:** Eyes wide, faster ride.

## THE ADRENALINE BAR EXPLAINED

That big coiled bar on the right of the screen is where your tricks are converted to speed boosts. To build it up with limited fuss, always hit big jumps with those big tricks. Push the Analogue diagonally for Misty-style flips and get in a grab or two. Don't fuss about on the flat doing silly 360° twists for one measly boost point – you'll only end up scuffing one and falling. Grinds are a great way to build the bar on the move. If you've got boost stored, use it. There are lots of easy jumps to top it up. Winning a qualifying race guarantees a full boost for the next round.

**"It's always satisfying to clonk an elbow into Jurgen's nose, but, as a general rule, use punches and lash out only if competitors get into prime positions."**



# COURSE ONE

## SNOWDREAM



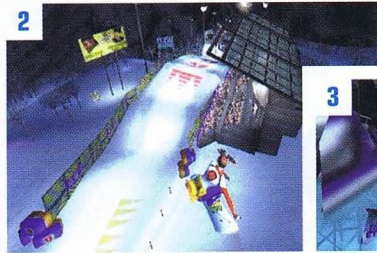
**1 RED RAIL GRIND [6-8]**  
After skating over the silver rails, cut in towards the intersection and grind the big red rail instead. Whilst your grinding away to your hearts content, keep boosting as much as possible for a huge leap – this will also help stabilise the impact.

**Risk: 3/10**  
**Return: 6/10**

### 1 SSX LOGO SMASH [1-4]

Cut corners easily by smashing through the glass SSX signs – this is the best example. Hint: line up carefully, pre-wind longer and hold down for an adrenaline boost as you jump. A peachy leap can really save you time. If you look like missing a jump, try out a cheeky front flip. These are simple and very useful, as you will tend to be pushing forward most of the time anyway.

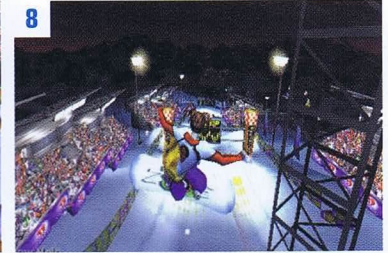
**Risk: 2/10**  
**Return: 4/10**



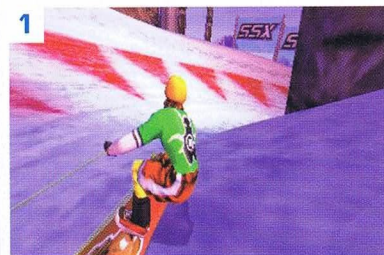
### 2 SILVER RAILS [5]

Grind the silver rails near the bump jumps to gain big speed. Don't forget to make the jump between the gap in the middle – this will give an easy high-scoring combo.

**Risk: 3/10** **Return: 6/10**



# COURSE TWO



## ELYSIUM ALPS

### 1 SSX CORNER JUMP [1-4]

The start of the course is packed with S-shaped bends, allowing you to cut corners nicely. The course walls are steep so you'll need a powerful jump to break free – front flips are perfect as they carry extra forward momentum and require less pre-wind. The best short-cut lies over the double SSX barriers. Stabilise and lean back, for a bigger impact.

**Risk: 2/10** **Return: 5/10**

### 2 SIGN JUMP [5-7]

Shortly after the SSX barriers above, you'll reach a similar bend

with huge billboard signs. Line up early and hit a big front flip – this method ends up with you sailing past the boards easily and missing a large winding section of track. In Show-Off mode, the same leap can nab you a lovely red snowflake – try grinding on the billboards for added variation.

**Risk: 3/10**  
**Return: 6/10**

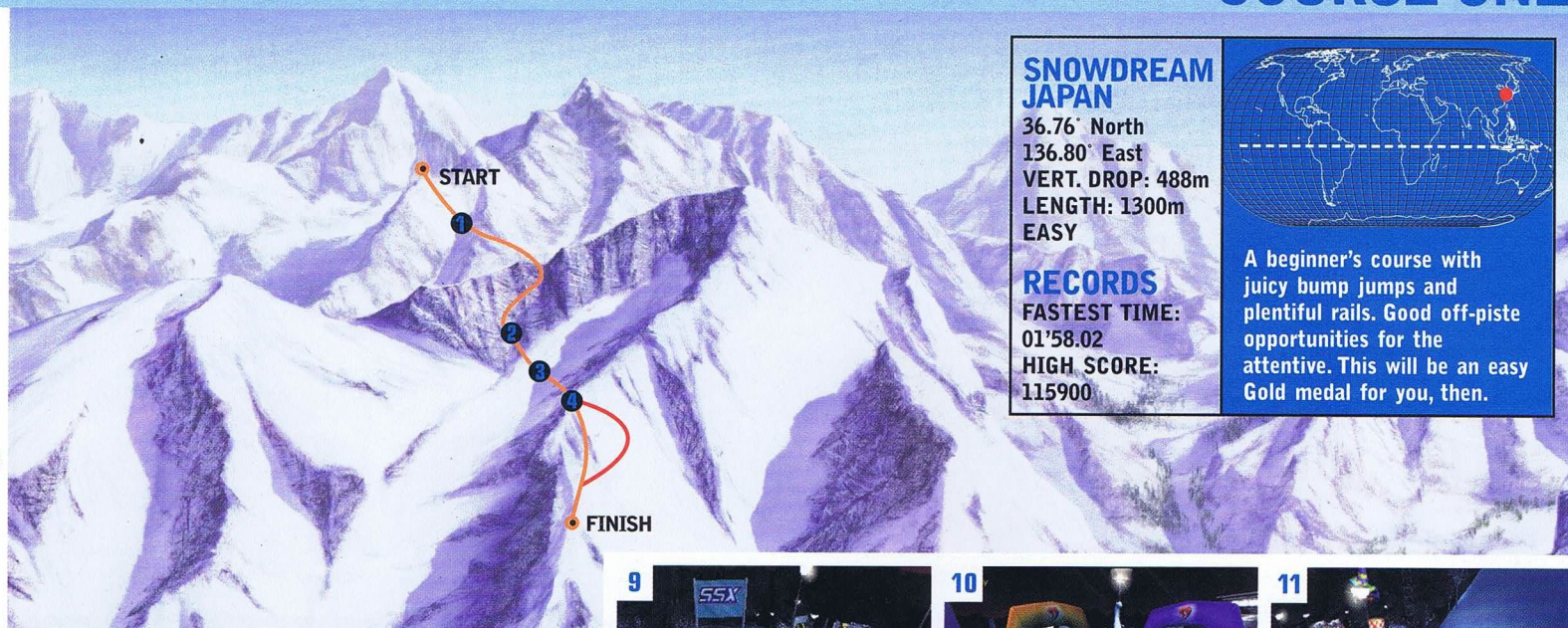


### 3 SSX SMASH TO CLIFF JUMPS [8-12] [Risk: 6/10 Return: 7/10]

After the second checkpoint, follow the SSX barrier past the trees. Boost, pre-wind hard and release early on the slope of the ramp – you should sail over the huge ravine. Two mammoth jumps follow. The 'bridge' sections between leaps are short and winding. After three cliff jumps, you'll reach a protruding log to slide on.



# COURSE ONE

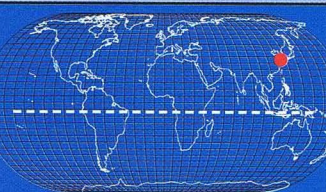


## SNOWDREAM JAPAN

36.76° North  
136.80° East  
VERT. DROP: 488m  
LENGTH: 1300m  
EASY

## RECORDS

FASTEST TIME:  
01'58.02  
HIGH SCORE:  
115900



A beginner's course with juicy bump jumps and plentiful rails. Good off-piste opportunities for the attentive. This will be an easy Gold medal for you, then.

## 4 PISTE SMASH SSX [9-11]

Smash through this SSX logo to go crashing off-piste and miss out a huge section of bends. Make sure you cut through to the red rail near the end for a speedy grind.

Risk: 3/10 Return: 5/10



# COURSE TWO

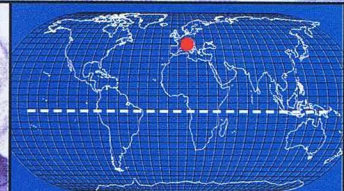


## ELYSIUM EUROPE

46.41° North  
6.46° East  
VERT. DROP: 826m  
LENGTH: 2860m  
INTERMEDIATE

## RECORDS

FASTEST TIME:  
04'19.10  
HIGH SCORE:  
150670



The emphasis is on pure racing, but with the right short-cuts you can finish streets ahead of your rivals.

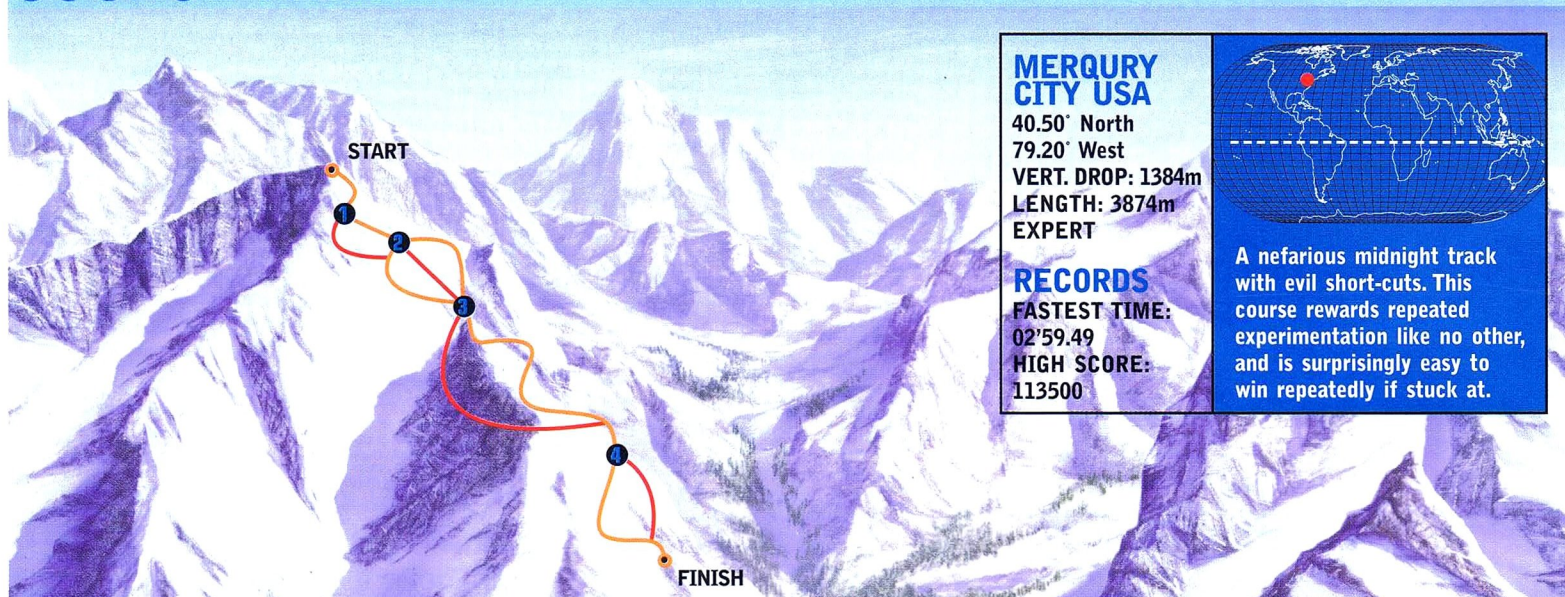
## 4 GLASS WALLS [13-14] [Risk: 5/10 Return: 10/10]

These huge glass barriers can make or break a race. Approach the bank walls at an angle just off vertical and jump early to sail over the bars. Alternatively, use those adrenaline boosts to give you an extra push. Land and cut gradually into the next bank for a fresh leap. Keep the motion smooth to traverse in an S-shaped pattern from wall to wall. It's possible to ride along the bank walls and bypass a barrier or two, but you will eventually be forced down by obstacles. It's sometimes an advantage to follow your rivals through this section as they'll create a direct path. In Show-Off mode the orange snowflakes in this area could net you upwards of 30,000 points.





# COURSE THREE

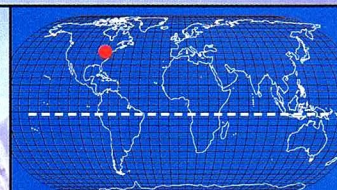


## MERQUY CITY USA

40.50° North  
79.20° West  
VERT. DROP: 1384m  
LENGTH: 3874m  
EXPERT

## RECORDS

FASTEST TIME:  
02'59.49  
HIGH SCORE:  
113500



A nefarious midnight track with evil short-cuts. This course rewards repeated experimentation like no other, and is surprisingly easy to win repeatedly if stuck at.

## MERQUY CITY MELTDOWN

### 1 SSX HOUSE DODGE [1-3]

Shortly after the double rails, you'll see a distant SSX barrier on your right. Smash it, and locate the gap to the left of the buildings. Follow this route until a thin path appears on your right. Slow down and be sure to align yourself carefully, as a collision can cause all sorts of trouble. Here's a nice simple short-cut to beat all others.

Risk: 3/10 Return: 4/10



### 2 OFFICE RAIL GRIND [4-7]

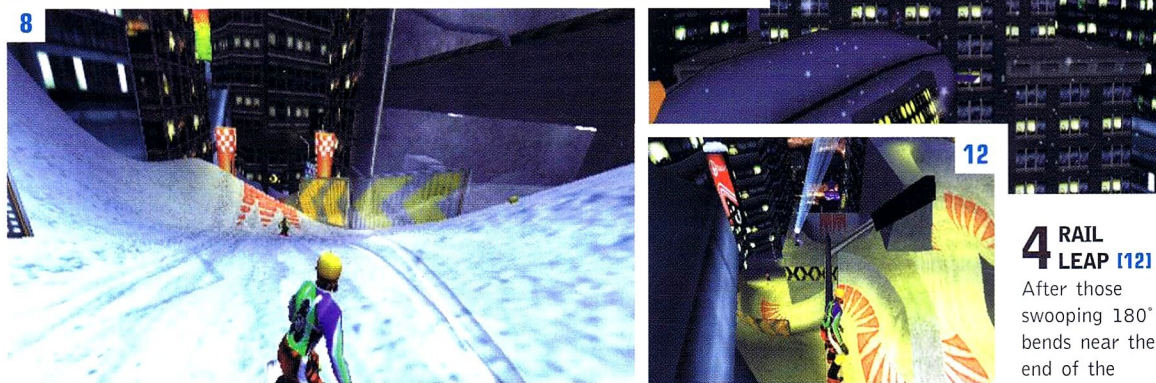
A mind-blowing short-cut. When the path diverges left and right, you'll spot an SSX barrier in the building ahead. Align carefully, aiming for the thin rail that divides the split paths. Smash into the offices, slow down and go left immediately – or get stuck in a cubicle. Crash out of the office veering to the right to land on top of a hot air balloon and miss a huge section of the track. You'll feel like The Daddy.

Risk: 5/10 Return: 8/10



### 3 MENTAL [8-11]

This is the big one. Spot the car park entrance between the track barriers and move in. Leap the first gap with jump alone – no boost. The second leap needs a boosted leap to accommodate for the short run up. You won't see the path ahead but some sneaky rails link the two buildings. Align yourself a third of a path width from the left or right to make the grind (maybe use a 90° board slide



### 4 RAIL LEAP [12]

After those swooping 180° bends near the end of the course, you'll

spot an SSX barrier in the wall of the building to your left. Slow up and approach the barrier bang-on its centre. You should drop blind onto a protruding rail. Boost like hell over this to make an astounding jump over to the distant bowl. It's tricky but amazingly speedy nonetheless.

Risk: 4/10  
Return: 7/10

jump to increase your sliding area). You'll smash through another building, emerging at a giant doughnut. Pop through its hole and keep on grinding.

This definitely takes some practice but will surely re-define your notion of impossibility. Be inspired, be brave.  
Risk: 8/10 Return: 10/10



# COURSE FOUR

## MESABLANCA

### 1 SECOND BEND JUMP [1-51]

Shortly before the second bend, you'll spot a rickety 'Danger' fence in the background. To reach it, boost and jump well before the apex of the bend. You'll crash the gate and skid around a lightly marked path. Stay on your guard as a protruding log looms near. Align carefully and grind the log. It'll save time or snatch you a yellow snowflake. A big leap off the log will carry you to an alternative jump over the sunset river (and an orange snowflake). Your rivals should be way behind you eating snow.

**Risk: 3/10 Return: 7/10**

### 2 MINE RAIL GRIND [6-71]

Just after the first checkpoint, you'll reach a rocky intersection with a TV bandstand above. Aim for the right path and jump timidly towards the wooden panels in the floor below. If you miss them, skid hard and turn back towards the panels before you get caught on the next trail. You'll drop into a mine shaft and can grind the rails to pick up huge speed. After a short distance you'll be called upon

to leap the broken mine shaft bridge. It's essential not to boost, just make a smooth jump or you'll overshoot and clatter the walls. If you make it, boost like mad and steady for a huge pre-wind – as the tunnel opens out above the main course and has an orange snowflake on offer. Don't worry if you miss the bridge, leap to continue on the slower path below.

**Risk: 3/10 Return: 8/10**

### 3 SSX HIGH FLIP [8-111]

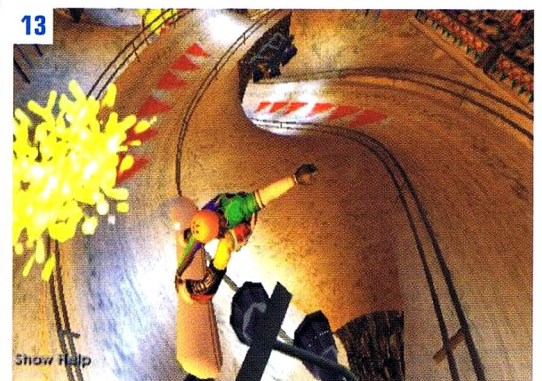
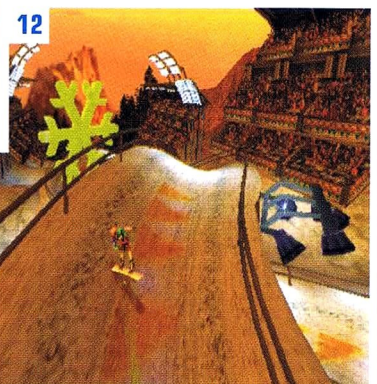
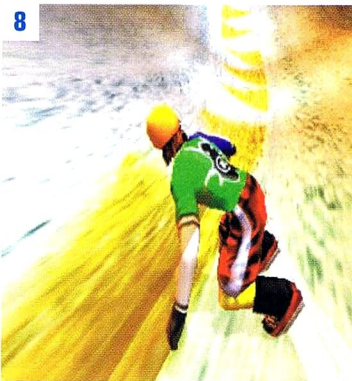
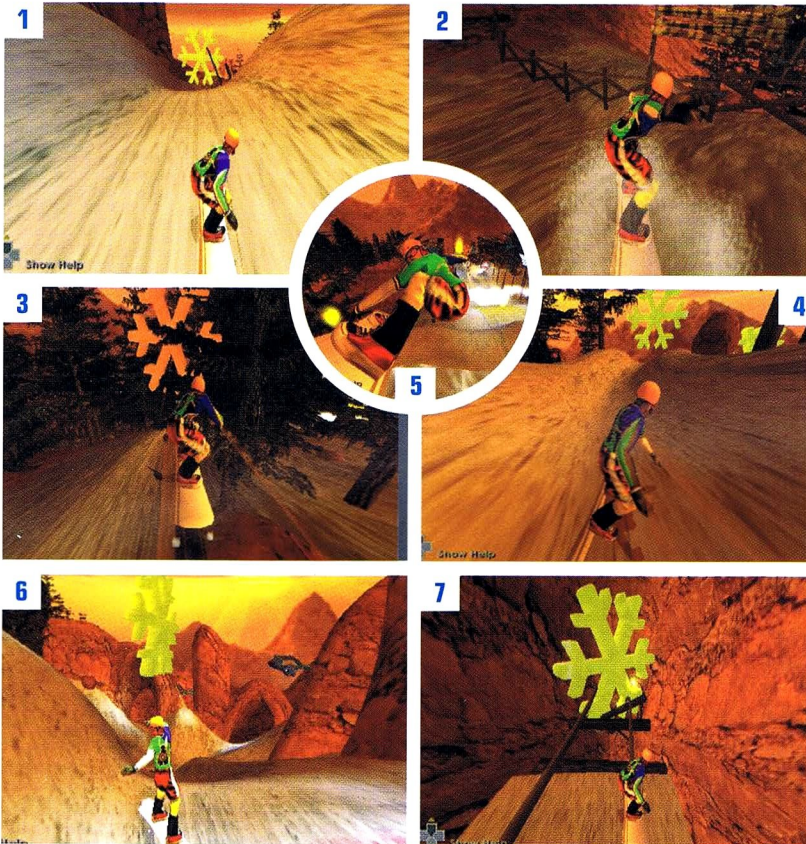
Just in front of the second checkpoint, you'll swoop up a near-vertical banked bend. An SSX barrier lies just above the brow of the bank walls. To reach it you will need to release a boosted front flip. The nifty result is a cheeky orange snowflake and a neat time-saver.

**Risk: 3/10 Return: 5/10**

### 4 CHECKPOINT [12-131]

Huge winding rails enclose the paths after the second checkpoint, this can be time-consuming, so don't feel obliged to obey their path. Front flip over the rails and aim for the yellow snowflakes. With some careful positioning, your landing will hit a rail below and provide a speed boost.

**Risk: 2/10 Return: 6/10**



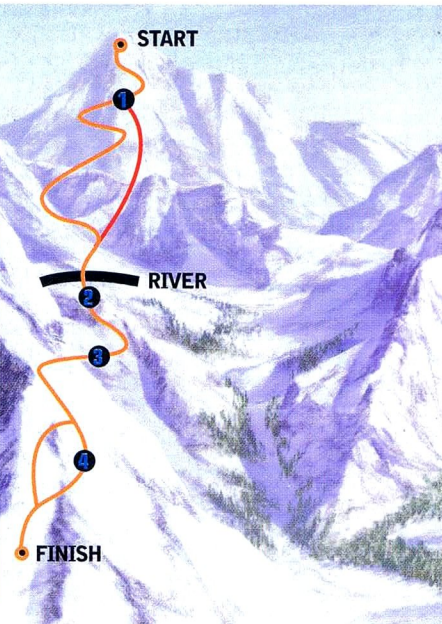
### MESABLANCA USA

40.50' North  
120.77' West  
VERT. DROP: 2345m  
LENGTH: 3875m  
EXPERT

### RECORDS

FASTEST TIME:  
03'15.54  
HIGH SCORE:  
99330

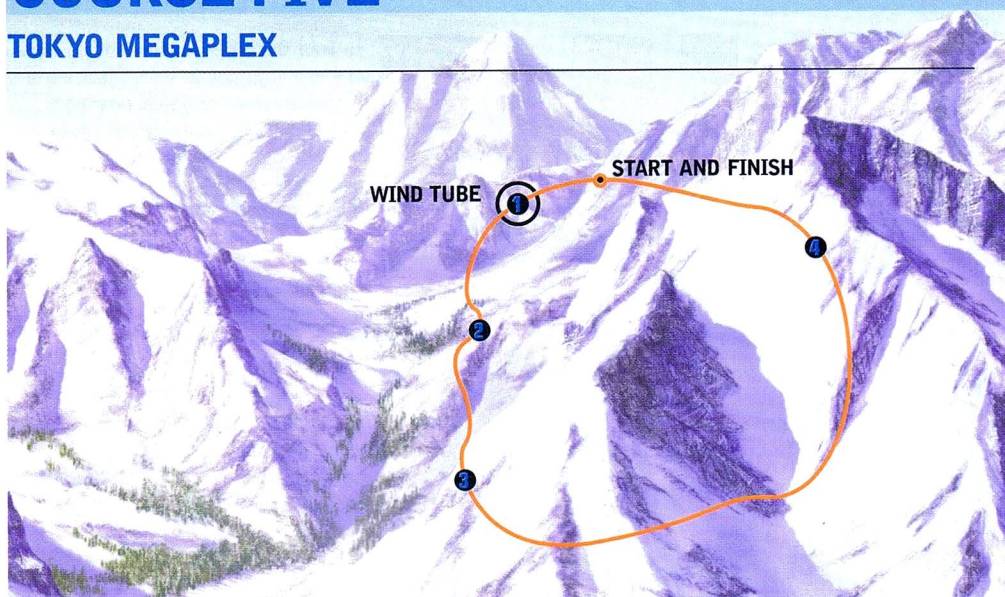
The fastest of all the courses with an incredibly evil jump at the finish. If you don't save some boost, you could find yourself completely out of the medal placings.





## COURSE FIVE

### TOKYO MEGAPLEX



#### MEGAPLEX JAPAN

36.76° North  
136.80° East  
VERT. DROP: 488m  
LENGTH: 1300m  
SUPER EXPERT

#### RECORDS

FASTEST TIME:  
03'19.23  
HIGH SCORE:  
157900



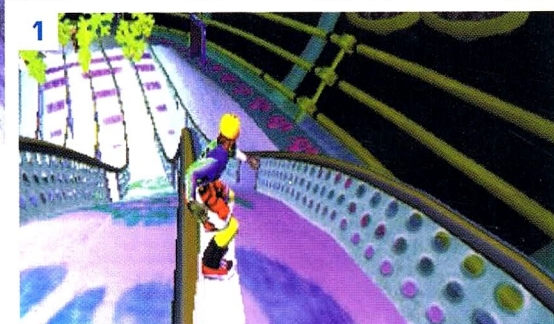
Short-cuts are few, obstacles are plenty. As long as you stay out of trouble and use the pinball switches carefully, a Gold medal is assured with swanky snowflakes to boot.

#### 1 PRE-WIND INTO FAN [1]

After the starting line, you'll hit a huge rotor-fan tube. You can get some ludicrous airtime, so keep pulling grabs to increase your adrenaline bar. Take care on landing because space is tight. Wily players will land on the rails for a speed-boosting

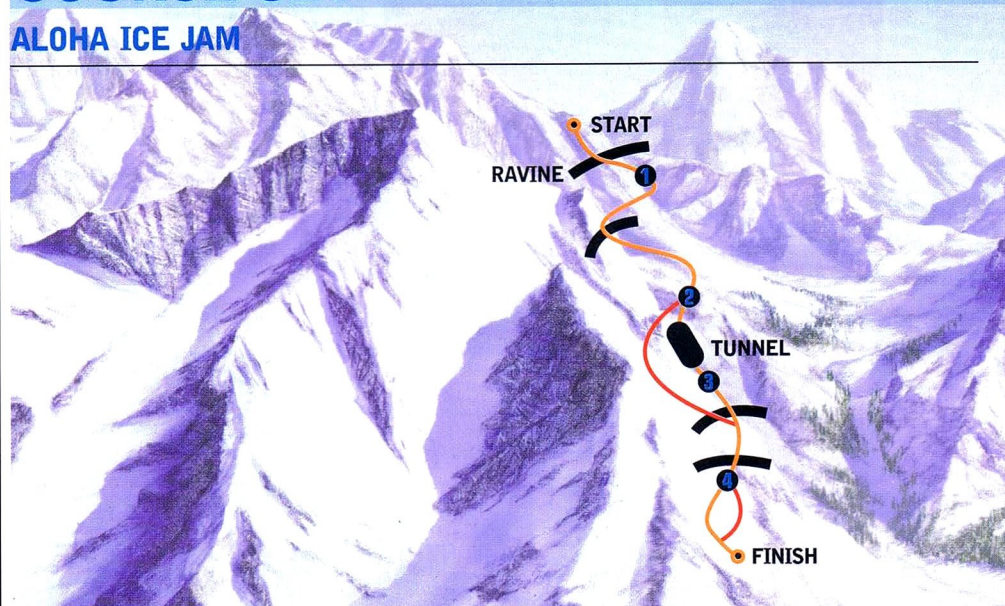
grind. In Show-Off mode, it's essential to pre-wind and release a spin before you hit the tunnel to really max out your scores – once again, diagonal twisting tricks score highest. A rail landing will grab some of those point-multiplying snowflakes.

Risk: 2/10 Return: 6/10



## COURSE SIX

### ALOHA ICE JAM

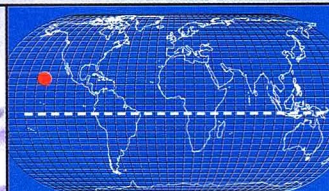


#### ICE JAM HAWAII

19.88° North  
155.57° West  
VERT. DROP: 1132m  
LENGTH: 2766m  
SUPER EXPERT

#### RECORDS

FASTEST TIME:  
01'58.11  
HIGH SCORE:  
n/a



The last, but surprisingly also the easiest track. The CPU boarders make a lot of gaffs, so success will depend on your ability to make skillful split-second ravine leaps.

#### 1 SSX BARS [1-4]

After the first ravine drop, you get two corner-cutting SSX logos to burst through in quick succession. Take 'em out and reel in those points.

Risk: 2/10 Return: 6/10



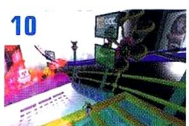
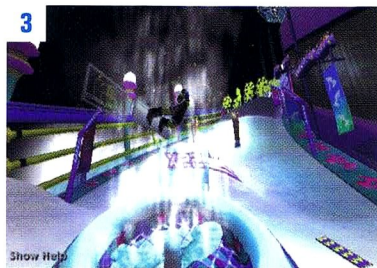




## 2 JUMP TO FAN BOOST [2-3]

Immediately afterwards, you'll spot a green jump ramp leading on to another rotor fan. Align carefully and boost jump to hit the middle of the fan and receive a gust of air – this provides invaluable time to stock up on extra grab points. Alternatively, ride over the blue switch before the ramp to disable the fan. Jump as usual and crash into the short-cut tunnel below. A breath of fresh air.

**Risk: 2/10 Return: 5/10**



## 3 GREEN SWITCH HIT [4-5]

The huge pinball bumper posts can really screw up your racing line, so why not disable them with the floor switches? The green switch shown here removes the whole section before you. Use the open banks to score even more tricks. This nifty little manoeuvre is essential in Show-Off mode.

**Risk: 1/10 Return: 7/10**



## 4 GET RED WITH SWITCH [6-10]

Show-Off mode has an easily reachable, but not entirely obvious, red snowflake up for grabs. Instead of leaping onto the panelled glass roof, follow the bottom layer of track. Weave through the bumpers as shown and head down the middle towards the switch. Clip it and a pneumatic ramp rises from the floor. Boost hard, hit a mega-jump and crash through the glass roof towards the red snowflake above, grabbing over 25,000 points with a well timed flip.

**Risk: 3/10 Return: 9/10**

## 2 RAVINE RAIL CROSS [5-6]

Ignore the glass tunnel and carve a sharp right. After the small drop, continue right to the thin overground path. Follow it until it drops away and perform a 90° jump. You should land onto a boardslide over the ravine. It's a toughy, but you'll look the business.

**Risk: 6/10 Return: 7/10**



## 3 BIG TIP [7-11]

Dodge the bollard that moves left and right to enter the glass tunnel. A pneumatic jump pad pops up and allows you to launch a huge boosted jump into a tunnel deep below – where another subterranean trick boost and mega-jump awaits you. Looks great and saves time.

**Risk: 3/10 Return: 7/10**

## 4 SSX LEFT TUNNEL [12-13]

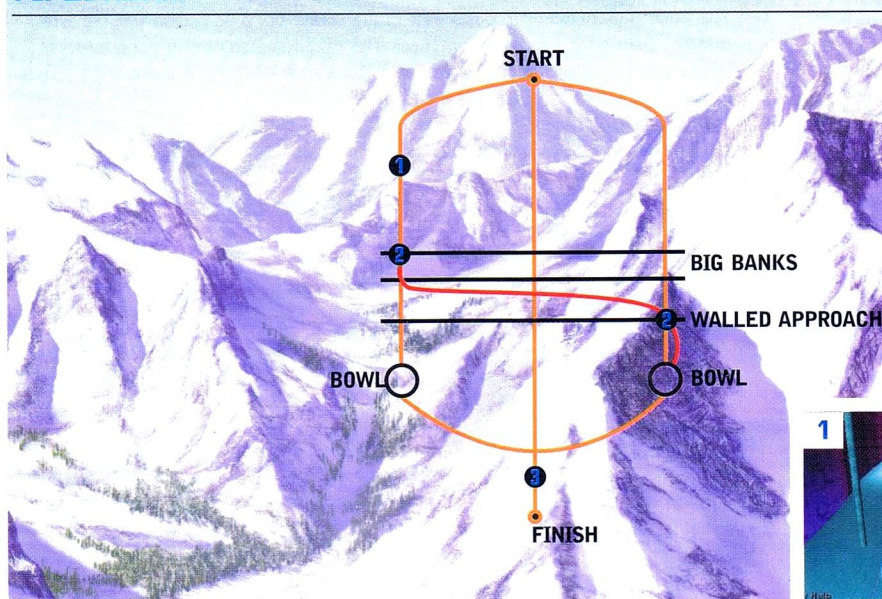
After the final ravine jump with the red/black bars, duck left and go through the SSX sign. This will take you through a winding tunnel packed full of pipes. Jump them successfully and carry on cruising to collect the trick boost at the bottom.

**Risk: 1/10 Return: 5/10**



# HIDDEN TRACK

## PIPEDREAM

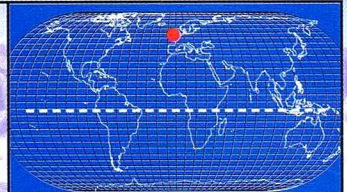


### PIPEDREAM ENGLAND

52.12° North  
0.57° West  
VERT. DROP: 870m  
LENGTH: 1480m  
SUPER EXPERT

### RECORDS

FASTEST TIME:  
n/a  
HIGH SCORE:  
165740



Unlocked by gaining medals on the first five Show-Off tracks. This is a surreal, rail-packed trick hell from the mind of Salvador Dali. Difficult, with boggling trick potential.

### 1 RED LOOP [1-6]

Fact. If you miss an opportunity to score big, you'll never get the Gold. You need to hit the 360° rail loop near the start line to get a head start. Veer right (or left) after the start and slip into one of the branching paths. Follow them to the course wall, sneaking in a quick jump or twist on the flat to gain some boost. Then turn left, near to the

right-hand side wall, keeping an eye on the loop beneath. Don't scream downhill but edge (oh, so gingerly) towards your target to ensure careful alignment. Try to hit the rail side-on and keep continually correcting your path throughout the loop – use that boost to lock you in position. Leap off and claim 25,000 points plus.

**Risk: 2/10 Return: 8/10**

### 2 MEGA SWITCH SECRET [7-9]

Follow the first track, until you reach the back-to-back vertical-drop walls, head in from the far right-hand side near the wall. Boost a front flip to hit the vertical wall near the top where the camera reveals a black teddy bear opposite. Swoop down and front-flip onto the teddy. Carry on to the next section, boost up the rail on the far left side. Hit the blue tunnel emerging on top of some ice trick bowls. Flip about here for a minute. Leave the bowl using the boost alone, jerk the joypad as you leave the lip and keep circling until you disappear.

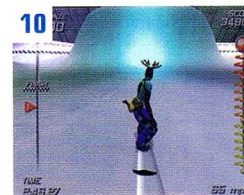
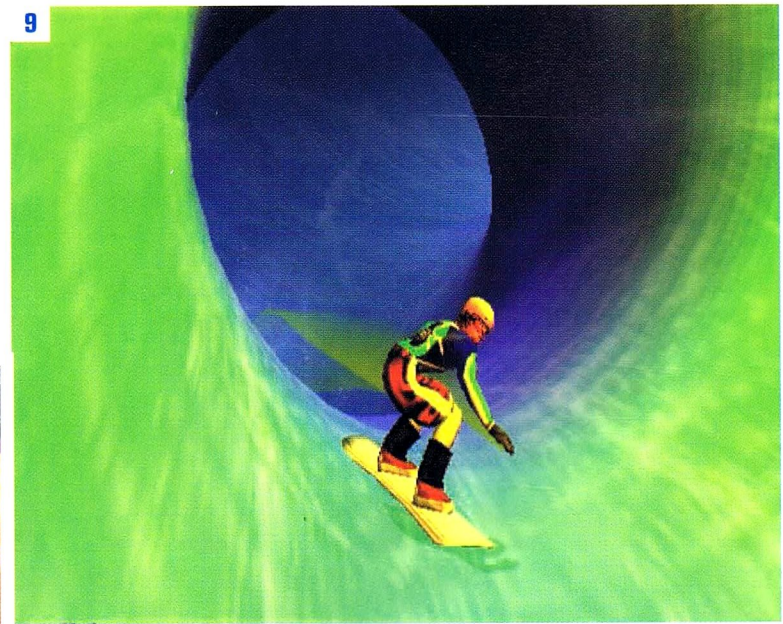
**Risk: 6/10 Return: 9/10**



### 3 LAST MINUTE TRICK TIP [10-12]

If you've reached the end of the track and are short of your points target, don't give up. Use the last bank with the orange snowflake like a half pipe, and build up speed to ride back up the slope. Keep alternating this motion, pulling tricks at the apex of both slopes. Keep your finger on boost and upwards of 40,000 points could be yours – that's the difference between medal placings.

**Risk: 2/10 Return: 7/10**





# HIDDEN TRACK

## UNTRACKED

### WHAT NO MAP?

As this is a free-roaming level for you to explore, there's little point, although we can tell you there's an impressive cavern system lurking below!

### UNTRACKED UNKNOWN

LOCATION: n/a  
VERT. DROP: 2700m  
LENGTH: unknown  
SUPER EXPERT

### RECORDS

FASTEST TIME:  
n/a  
HIGH SCORE:  
n/a



No medals, no trick bonuses, just you and your board and acres of cold powder. Leap out the helicopter and work all of that edgy competitiveness out of your system. Pure pleasure.



**APACE DROPOUT:** The run is so inaccessible that the only real way to reach the summit is by air support. Build up as much speed as possible, take a deep breath and launch yourself into the unknown void of unforgiving whiteness.

### 1 CUT LOOSE [1-10]

OK, you've got us. We've been holding this one back. This is the super-secret prize for snatching Gold on the Aloha Ice Jam. It's not immediately obvious when you've unlocked it, as the course only exists in the Free Ride mode. Just for once, forget about the short-cuts and your aggressive rivals and cut loose on the mother of all powder mountains. Let your imagination run riot and your spirit dance free. If that's what whets your whistle. Oh, watch out for pine trees – as running into them at speed will hurt.



**HIGH FLYER:** Thrilling and relaxing at the same time, that's the ticket. But where are you going to land? Exploration ups the fun-factor, while providing plenty of air time for stunts.



**AIR FLICKS:** All the massive drops give you ample time to experiment with various grabs.



**TWIN PEAKS:** The snowy mountain view is quite breathtaking from your vantage point.



**OUT ON A LIMB:** There are plenty of grinding opportunities even here.



**VIRGIN AIR WAYS:** Even if you blow a flip there's still time to correct it.

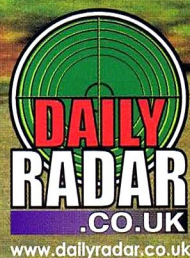


**BREAK THE PINE BARRIER:** Massive pines are the only obstacles in your way and they tower over the track, so try to soar over the top or weave between.



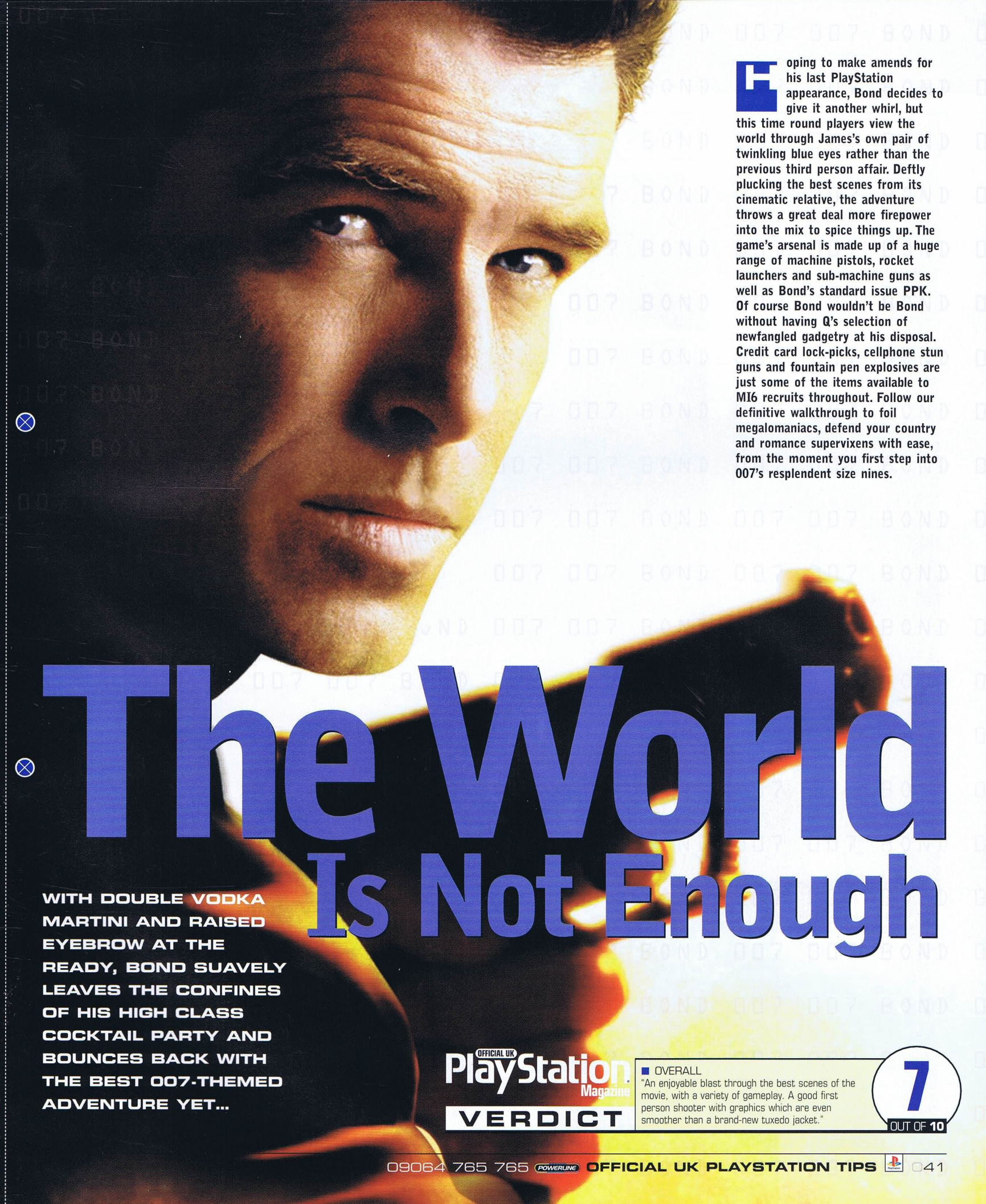


Can't wait?



Computer and video games, DVD and movie news, as it happens.





**H**oping to make amends for his last PlayStation appearance, Bond decides to give it another whirl, but this time round players view the world through James's own pair of twinkling blue eyes rather than the previous third person affair. Deftly plucking the best scenes from its cinematic relative, the adventure throws a great deal more firepower into the mix to spice things up. The game's arsenal is made up of a huge range of machine pistols, rocket launchers and sub-machine guns as well as Bond's standard issue PPK. Of course Bond wouldn't be Bond without having Q's selection of newfangled gadgetry at his disposal. Credit card lock-picks, cellphone stun guns and fountain pen explosives are just some of the items available to MI6 recruits throughout. Follow our definitive walkthrough to foil megalomaniacs, defend your country and romance supervixens with ease, from the moment you first step into 007's resplendent size nines.

# The World Is Not Enough

WITH DOUBLE VODKA  
MARTINI AND RAISED  
EYEBROW AT THE  
READY, BOND SUAVELY  
LEAVES THE CONFINES  
OF HIS HIGH CLASS  
COCKTAIL PARTY AND  
BOUNCES BACK WITH  
THE BEST 007-THEMED  
ADVENTURE YET...

OFFICIAL UK  
**PlayStation**  
Magazine  
**VERDICT**

■ OVERALL

"An enjoyable blast through the best scenes of the movie, with a variety of gameplay. A good first person shooter with graphics which are even smoother than a brand-new tuxedo jacket."

**7**

OUT OF 10



■ Before you do anything, grab that armour! Once your health has been depleted there's no way to recover it, however there's usually plenty of extra protection lying around.

■ Shooting small wooden crates to smithereens often reveals handy items.

■ In hectic situations you can change weapons/items by pausing the game and using the Inventory option to avoid getting shot as you fumble through your pockets.

■ Head shots will take out your enemies with one go and also bump up your efficiency score.

■ Silence is golden. Using your stealth weapons or fists will prevent other enemies nearby from being alerted to your presence.

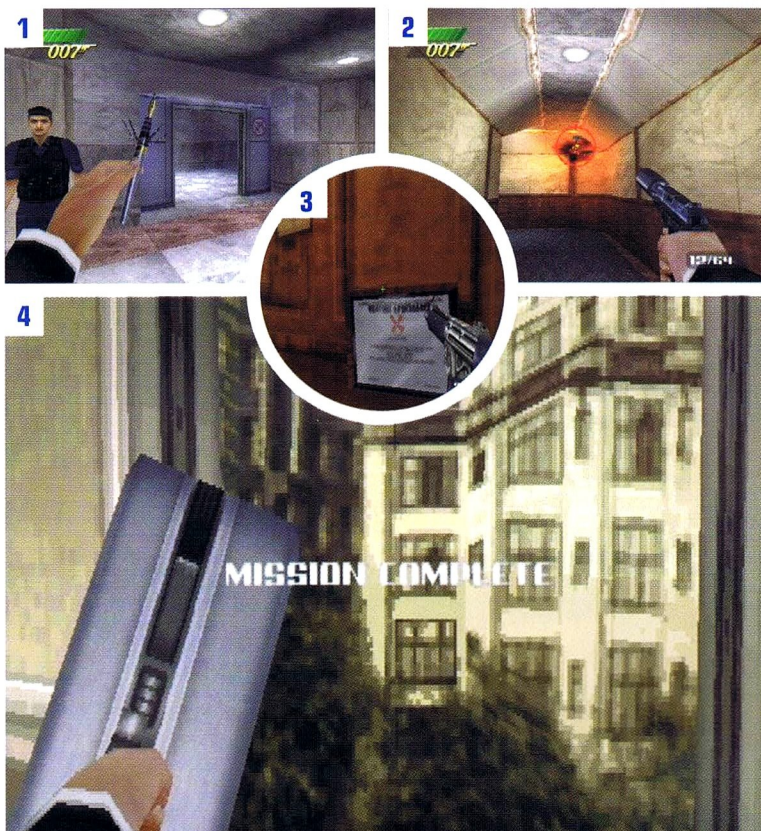
■ Keep an eye out for strategically placed barrels and fire extinguishers to blow up your enemies with.

■ Keep moving in a firefight, as standing still will allow enemies to target you easily.

■ Make the most of your surroundings. Crouch behind objects in combat situations or when trying to move unseen.

■ To gain access to the Cheats section of the game, you'll need to get a Gold award each one of the levels.

## LEVEL 1: COURIER



### Objectives:

- Interrogate Lachias
- Acquire the briefcase full of money
- Escape
- Do not harm any civilians

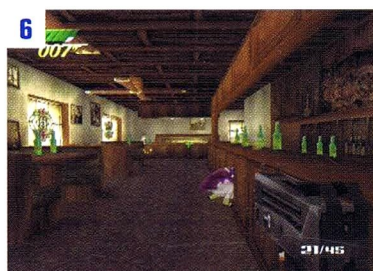
Pass through the metal detector without arousing suspicion by using your ULF Disrupter [1]. To walk through the second gate undetected, wait until the guard wanders off, then take the lift up to the next floor. Proceed with your trusty Walther PPK in hand taking out all of the security cameras to avoid any unnecessary commotion [2]. Take the lift up to the top floor and get ready for some gun slinging action as the guards here are heavily armed. Take the left-hand corridor and follow it around to the right. Go through the next door on the right and move the picture [3] to enter the security room. Use your handy Finger Print Scanner on the guard's flask to open the locked security doors. Now head up the corridor and enter the room at the end. After the cut scene smash the window to smithereens with the suitcase [4] and make your well earned escape to freedom.

## LEVEL 2: KING'S RANSOM



### Objectives:

- Apprehend the assassin
- Do not harm any civilians
- Do not harm the assassin



There's very little strategy involved in this level, simply leg it after Christmas Jones as fast as you can taking out her henchmen as you go [5]. There's little time for admiring the scenery though, as if you let Jonesy get too far ahead she'll escape. But be sure to watch out for all those innocent bystanders in the bar [6] though, as there's no room for collateral damage here and hitting them will also result in you failing the mission. To complete this level simply fire your Watch's Grappling Hook at Crimbo's balloon.



## LEVEL 3: COLD RECEPTION

### Objectives:

- Protect Elektra
- Destroy the Parahawks

At the start of this level you and Elektra get spilt up, and as it's your job to keep an eye on her you'd better find her again quick! Take out both ground and airborne troops in the first area **[7]** before exiting to the right and down the mountain. On your way down

take out the enemy forces that will snipe at you from behind wooden crates **[8]**. When you finally make it down to the bottom, you'll be reunited with Elektra again, unfortunately loads of enemy troops have gate-crashed your little party **[9]**. You've now got to defend your lady friend and your good self, so take out the enemies as quickly as you can in the inimitable Bond-style.



### Objectives:

- Interrogate Zukovsky
- Win a ridiculously large amount of cash

The aim of this level is to make tons of cash. Chat with the women near the casino entrance, then whisper sweet nothings to the lovely lady at the bar to distract her boyfriend. Quickly pick the lock of the door that he was guarding to meet up with Bloppy Coltrane **[10]** who'll give you a sizeable amount of credit. Stroll over to the guard on the other door in the main area and show him your wad **[11]**. He'll now let you enter the Black Jack room to start betting some serious money **[12]**. Once you've won \$100,000 plus, return to Zukovsky and show him your cash.



## LEVEL 5: NIGHT WATCH



### Objectives:

- Bug all telephones
- Avoid villa guards
- Photograph evidence
- Acquire Davidov's ID card

After a spot of romance, special agent style, leave your partner and head into the side room where you'll find your first phone **[13]**. Enter the main corridor and follow it around to the right. Take out the guard in the room at the bottom of the stairs. Then unlock all three of the large double doors. In these rooms you'll find some blueprints to photograph **[14]** and another telephone. Leave this area through the doorway to the right of the stairs. Inside you'll discover another phone in the kitchen and some more evidence in the locked cupboard at the end of the corridor. Take the lift up to the floor above and after stealthily neutralising the guards here, by



**"After having a brief natter you'll be attacked by Davidov's goons."**

stunning or punching them, take a snapshot of the computer and then bug the last two phones **[15]**. Once you've done this you'll receive a message on

your communicator, so go down to the room with the five exits **[16]** and you'll run into Davidov. After catching up and having a brief natter you'll be attacked by his evil goons, so let them have it. After dealing out justice with a swift and brutal hand, head towards the kitchen, but hang a right down the corridor for a showdown in the garage **[17]**. Now it's time for you to give the dastardly Davidov his just deserts. Remember to take take care though, as he'll be unreceptive to your mission and hell bent on your demise **[18]**.





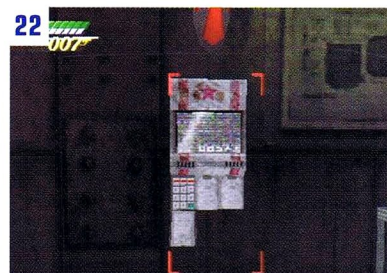
## LEVEL 6: MASQUERADE

### Objectives:

- Find Renard
- Retrieve Locator Card
- Escape
- Do not harm civilians
- Do not harm soldiers

Head straight down the passage and show the guard your dodgy ID Card [19] to enter the room. You'll find the Security Card to enter the next section inside. Head back the way you came and hang a right down the passageway, the room to the right contains some useful weaponry. Further on you'll come to a fuse box [20], distract the guards ahead by switching it off. As they approach hide behind this barrel [21], then run over and swipe the Security Card through the reader. Leg it down to the right and through the door ahead. In the second area take the passage on your right, showing your ID Card to the guard outside the small room. You'll find the Radiation Card [22] inside. Head back into the corridor and through the doorway to your left, showing the Radiation Card at the back of the room. Enter and press the switch [23] to unlock the door near this area's entrance. Go back in that direction through the previously locked door, where you'll find Dr Jones who's finally on your side. Protect the lovely doctor as she opens the blast doors and slaughter the attacking soldiers [24]. Once you've succeeded in massacring everyone in the room, the doors will open. Chase after the missile-nappers, passing through all the blast doors before they shut, taking out the soldiers on the way. At the end of the tunnel, grab the Locator Card from in front of the cage, then right turn around. Target the wire and pop off a shot to clear the silo. Job done.

**"Dr Jones is finally on your side at last."**



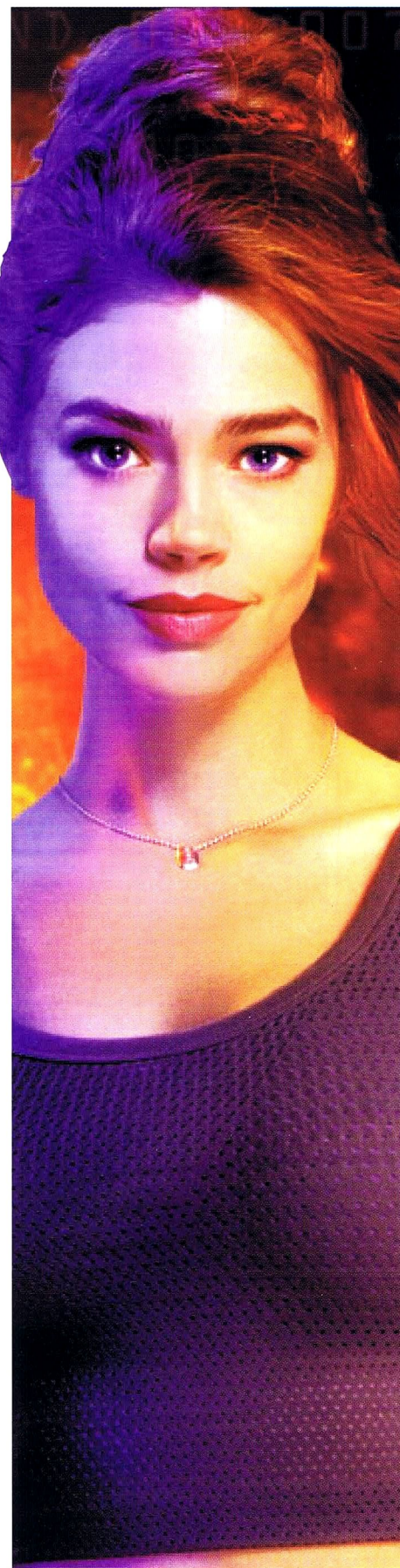




#### Objectives:

- Stop the bomb
- Rescue the hostages
- Protect Dr Jones

Leave the starting point and head into the main control room. Chat to the operator and make your exit through the door marked Channel 1 [25]. Before attempting to rescue the hostages nip into the side room and grab the Armour, Gas Grenades and IAC Defender [26]. Return to the corridor and take out the guard, as once he's spotted you, the others will be alerted. Quickly head into the besieged room. Use a Flash Bang or Gas Grenade to stun the guards, then shoot them with your pistol, taking care not to hit the hostages [27]. Once you've cleared the room activate the switch to flood the corresponding channel [28]. Head to Channel 2 and use the same tactics to clear the hostage area. In between Channels 2 and 3 you'll find a side room with Armour, the Frinesi and some more Gas Grenades. Channel 3 is the hardest room by far, so you've got to be super quick and accurate here, or the hostages will get it [29]. Once you've cleared all three channels, return to the control room, now swarming with enemies. Finish them off and leave through the Pipeline A [30] door, charge through dimly lit tunnels and mow down guards with the IAC Defender as you go [31]. Once you reach the next control room you'll be reunited with Dr Jones. Cover her as she activates the exploration device. Once completed, leap on to the glorified toboggan and scoot off to the next level.



## LEVEL 7: FLASHPOINT



## LEVEL 8: CITY OF WALKWAYS

### Objectives:

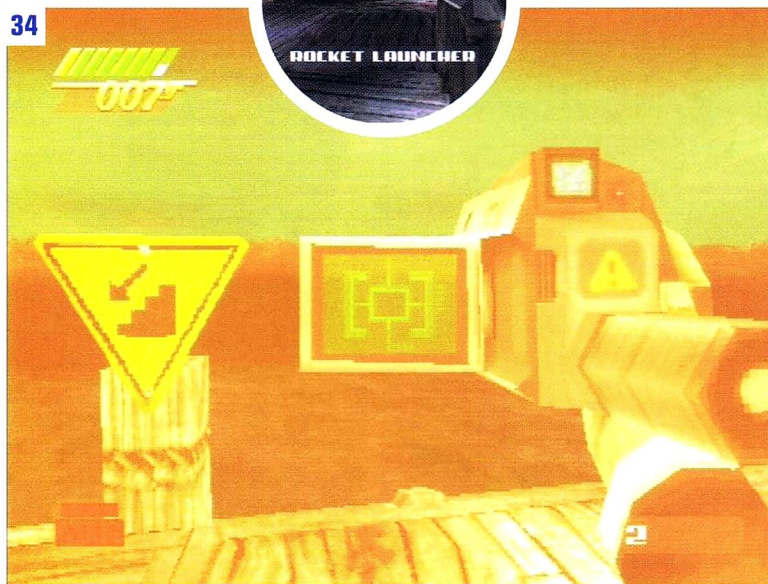
- Protect Zukovsky
- Protect Dr Jones
- Destroy helicopters
- Escape across pipeline

From the onset you're bombarded with crazed kamikaze enemies, who're not only intent in turning you into some

kind of human Swiss Cheese, but also Jonesy and Zukovsky as well. Stand near the top of the stairs and inflict leaden death on all those below [32]. Once the tide of enemy filth has dried up, head across the room and up the opposite stairway. Go outside and after dealing with the couple of soldiers who come to greet you, employ the Rocket

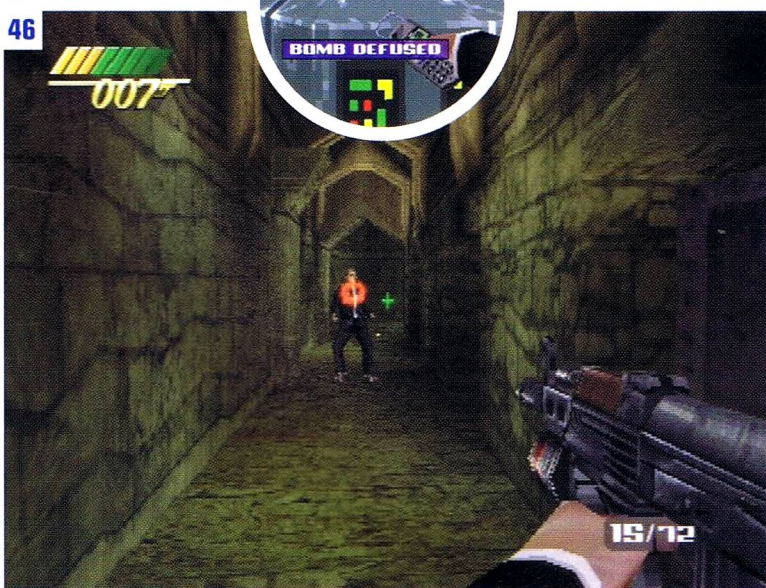
Launcher to cope with the helicopter attacks [33]. You'll need to get two direct hits on each 'copter to take them down, the first attacks you with bullets only, but the second has a nasty ripping device hanging below, so beware. As you can only carry three rockets at a time, you'll need to reload at some point. You'll find more ammo in the boot of your car [34]. Once you've disposed of both helicopters a third will appear equipped with a missile launcher. Don't bother attempting to take this one out, just wait until a missile strike takes out the container [35] blocking the stairs down to the pipeline, then make your escape across it [36]. Enter the building at the end of the pipeline and prepare for another firefight on the floor below. Grab the Armour and run up the opposite flight

of stairs to pick up the Wrench [37], before fleeing through the main door. Once back out in the fresh air you'll have to face that dastardly whirlybird all over again. Run down the stairs with the sign next to them where you'll find the Flare Gun in a small shack at the end [38]. Leg it back the way you came and then head over to the only building that you haven't visited yet. Using the Wrench on the jammed valve release a cloud of gas beneath the helicopter [39] and then ignite it with the Flare Gun sending your airborne nemesis to a fiery doom.





# LEVEL 9: TURNCOAT

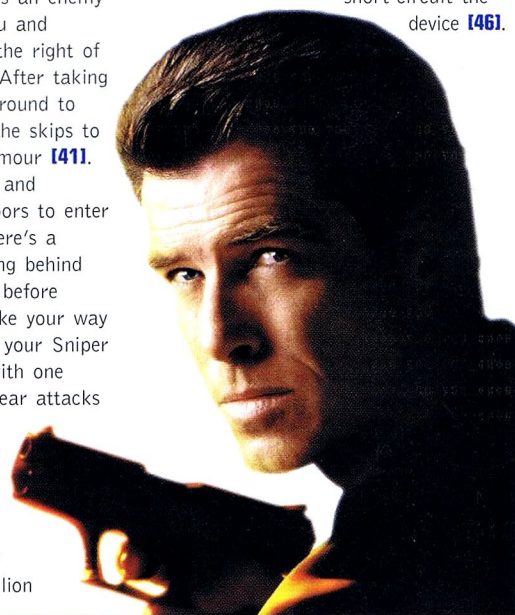


## Objectives:

- Capture Bullion alive
- Disable terrorist threat
- Protect civilians

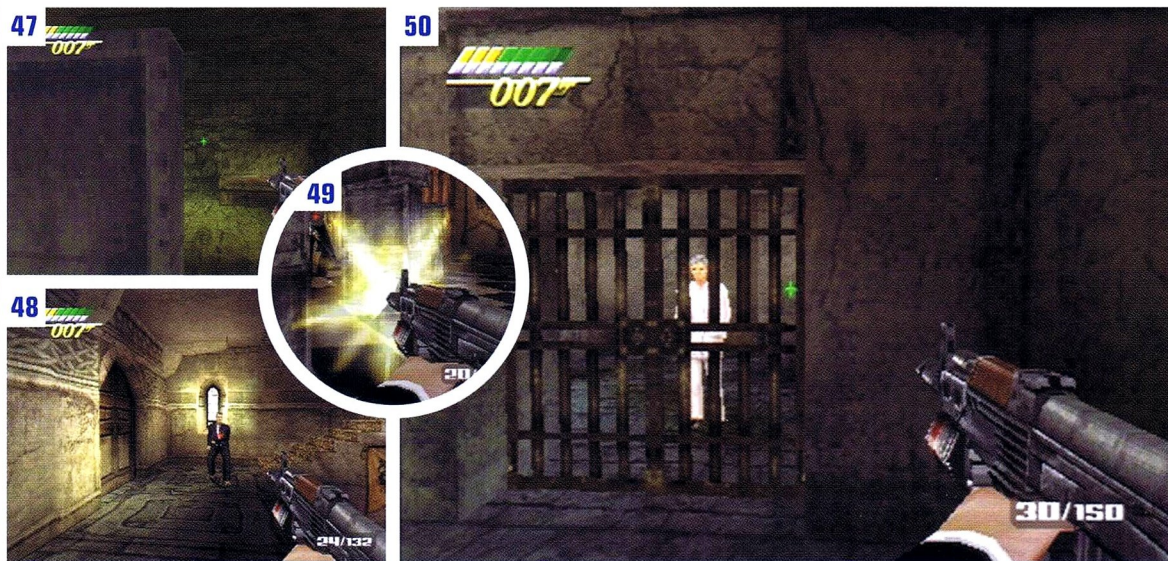
You'll need to have your shooting irons fully cocked and at the ready from the word go in this level. There's an enemy running straight towards you and another on the roof-top to the right of your starting position [40]. After taking them out, follow the street round to the left and search behind the skips to get your hands on some Armour [41]. Go back the way you came and through the large double doors to enter the underground station. There's a couple of enemies here hiding behind the pillars, dispose of them before boarding the train [42]. Make your way through the carriages using your Sniper Rifle to take out enemies with one shot. Look out for sneaky rear attacks as you inch your way along and make sure you don't hit any civilians by mistake [43]. Eventually the train will come to a stop, so disembark through the door marked 'exit' [44]. Once Bullion

has armed the bomb and made a sharp exit, use your Explosive Pen to open the locked door and make your way through the passages ahead [45]. When you reach the explosive, shoot off all four spinning panels from on top of it, then use your Cell Phone Stunner to short-circuit the device [46].





# LEVEL 10: FALLEN ANGEL



## Objectives:

- Locate M
- Free M
- Defeat Gabor
- Defeat Elektra

Your first objective in this level should be to get your hands on some weaponry. Run from your cell and give the nearest guard a right good slapping, then relieve him of his gun [47]. Continued searching through all six of the small cells in the central area will allow you get your hands on loads more weapons and some Armour [48]. Once you're properly tooled up, primed and ready to go, head over to the stairway to the Northern end of this area and climb to the floor above [49]. You'll encounter a fair bit of armed resistance on the landing, but once you've permanently silenced these guards head on through the doorway on this level. Eventually you'll come face-to-face with Mr Bullion once more in a small crate-filled side room. Enter the room and mercilessly gun him down, or if you like, remain outside and fling grenades in his direction [50]. Either way, once you've finished him off enter the room and pick up his key. Now, head up to the third floor and M's prison, which you'll find down a small flight of stairs [51]. Approach her cell and she'll pass her Keycard through the bars. Return to the corridor where you ran into Bullion and use the Keycard to open the locked rooms here. Inside you'll be gladly reunited with your Ingalls Machine



**"Deftly using your pistol, pop a cap in Elektra's head to finish the level."**

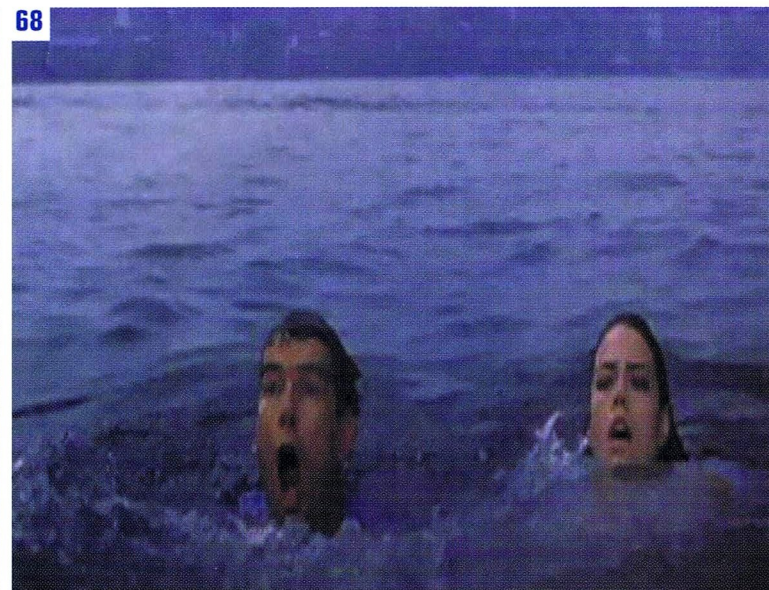
Pistol and more importantly your Explosive Pen [52]. Return to M's cell and use your writing stick to blow the doors wide open and free your boss. Quickly ready the Ingalls, as an angry swarm of guards will now descend on you, fire away and send them to their graves. Once M has hacked into the



computer and opened the third floor's security doors, quickly make your way up there [53]. You'll now have to take down the heavily armed and armoured boss Gabor to proceed. Start off by pumping a few rounds into him [54], he'll then bottle it and call for some back up. Three guards will enter the fray from a side room. Once you've disposed of them, enter the room from which they came and grab the Armour. Gabor will now attack you with Pipe Bombs, the trick here is to catch them in the air then chuck them right back [55]. He'll now call for assistance again, so repeat the whole process and fill his belly with some more hot lead. This will happen four times before he eventually gives up the ghost and snuffs it. Once he's on the floor search his mangled corpse to acquire his Keycard. Now enter a side room and use the Keycard to open the door [56]. In the next room you'll run into Elektra who's now holding M at gunpoint. Deftly using your pistol, so that you don't hit M, quickly pop a cap into Elektra's head, send her tumbling off this mortal coil to finish the level [57].



# LEVEL 11: MELTDOWN



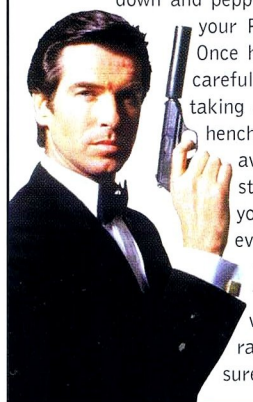
## Objectives:

- Find and defeat Renard
- Rescue Dr Jones
- Escape from the submarine

From the starting point, follow the right hand corridor to a small operations room [58]. On the other side you'll see three side rooms off the main corridor. Enter the one on the left where you'll find some Armour [59]. Now, open the opposite door and take out the guard to get the Control Room Key. Stay put for a minute to dispose of the swarm of enemies who'll now descend upon you. Leave the room you're in and continue down the corridor where you'll find the IAC Defender. Now head back the way you came, going straight past the corridor which you started in. Eventually you'll come to a locked door, use the Control Room Key to pass through [60]. On the other side you'll run into some enemy resistance, more ammo and Armour. On the other side of the room there's a hatch in the floor, go through it to the floor below [61]. You'll now find yourself trapped in the torpedo room. Press the switch on the wall to load the tubes, then shoot out the ventilation grille and crawl through the shaft to make your escape [62]. After Renard had made his dastardly exit, peak around the corridor that he's just run down and pepper him with your PS100 [63].

Once he's legged it carefully follow him, taking out his henchmen and avoiding the steam vents as you go. You'll eventually come to a room that's filled with deadly radiation, so be sure to activate

your Radiation Counter before you enter. You'll start to take damage once the radiation count gets above 99 (your Armour offers no protection), so start heading back towards the door once it reaches 60 or so [64]. You've got to get through the maze of barrels to the door on the far left of this room. Once you've done so, it's time for the final confrontation with Renard. To prevent him from launching his attack, quickly turn your gunfire towards the computer core in the centre of this room [65]. Using your IAC Defender shoot out all of its blue panels to gain access to the room containing Renard [66]. Operate the switch outside and step in, the diminutive evil doer will now get speared like a sausage on a cocktail stick by a plutonium rod [67]. Pick up the key that he drops and leg it back to the cell containing the lovely Dr Jones. Once you've freed her, re-enter the torpedo room, but this time use the door. Press the large switch on the wall to fire yourself to safety and the end credits. Well done James [68].





**It's here**



**OFFICIAL PlayStation.2 MAGAZINE**

**PS2**

**The only official  
PlayStation 2 magazine  
and the only one with  
a playable demo disc**





# Dino Crisis 2

OFFICIAL  
SOLUTION

BREAK OUT THE HEAVY WEAPONRY AND TRY  
TO AVOID BECOMING A TASTY MOUTHFUL  
OF HUMAN SUSHI. IT'S TIME FOR MORE  
BIG GAME HUNTING JURASSIC-STYLE...

**N**ot content with bringing you our info packed *Dino 2* mini-guide last issue, we've now decided to go the whole hog and bring you the complete nerve-shredding solution, maps and all.

After the whole 3rd Energy debacle in the original game you'd have thought the powers that be would have put a stop to Dr Kirk's dangerous experiments, but, oh no, they decided to start meddling all over again. It's just as well for us though, as we've now got a second bite of this gun-toting, reptile infested, time travelling title to really get our teeth into. This time around the wily Regina is aided and abetted by Dylan – a particularly gung-ho marine. With more plot twists and turns than a crocheted jumper and enough fire-power to sink a battleship, *Dino Crisis 2* surpasses its predecessor in virtually every respect. Anyway that's enough chatter, its time to go big game hunting. Bring us the head of Tyrannosaurus Rex!

OFFICIAL UK  
**PlayStation**  
Magazine

**VERDICT**

■ OVERALL

"A brave move into arcade-orientated territory. All the elements that made the survival-horror genre so popular are included, but the immediacy of the gun-based action makes for a more fast-paced game."

**8**

OUT OF 10



## THE DINOSAURS

### VELOCIRAPTOR

This deadly foe is the one you'll encounter most frequently in the game. Generally attacking in groups of three, the Raptor leaps out from the undergrowth slashing with its deadly claws. Best dealt with using the shotgun or anti-tank rifle.

### ALLOSAURUS

Don't bother trying to flee from these giant beasts, as the best way to tackle them is definitely head on. A few blasts from the solid cannon's energy balls will soon see them off.

### OVIRAPTOR

This small bird-like dinosaur attacks like a mini Raptor, but is considerably quicker than its razor clawed cousin and it spits venom too. The solid cannon comes in handy as its blasts can take out whole packs of Oviraptors at once.

### PTERANODON

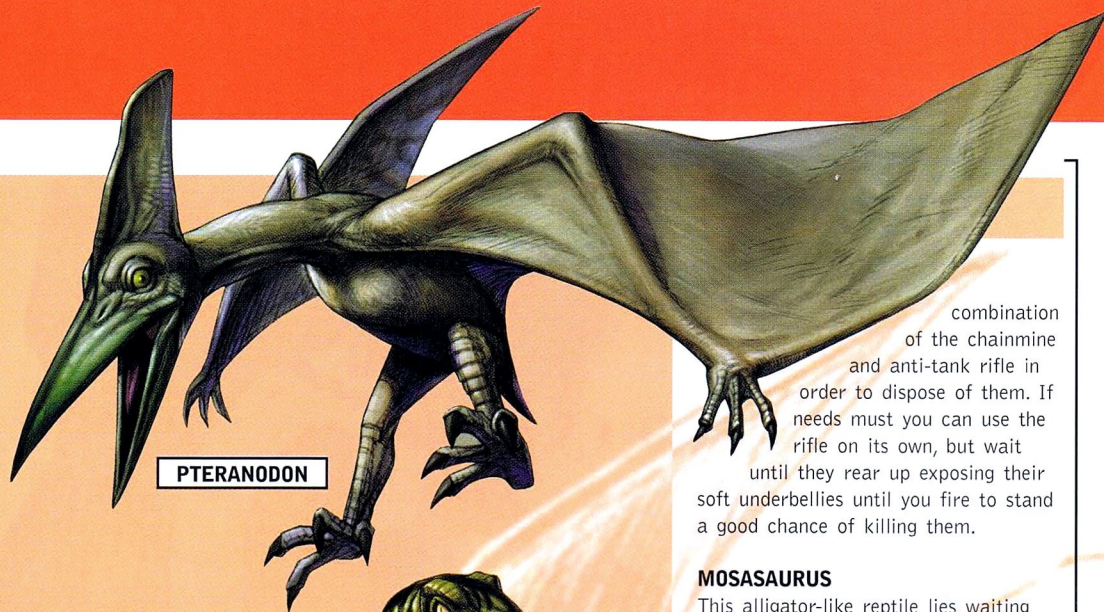
Making up the airborne division of *Dino 2*'s forces, the Pteranodon can be a menace. Their swooping attacks not only cause a great deal of damage, but can also cause disorientation by knocking you about. Take them out with the machine-guns or rocket launchers.

### PLESIOSAURUS

You'll run into the Plesiosaurs at several points in the game. Most of the time they'll leer over you in the game's dockside areas, send them to a watery grave here using the machineguns or rocket launchers. You'll also meet one underwater at the 3rd Energy Reactor and, in this instance, you'll need your aquagrenade to see this one off, once and for all.

### INOSTRANCEVIA

These cave dwellers are incredibly tough fellows, so you'll need to use a



PTERANODON

combination of the chainmine and anti-tank rifle in order to dispose of them. If needs must you can use the rifle on its own, but wait until they rear up exposing their soft underbellies until you fire to stand a good chance of killing them.

### MOSASAURUS

This alligator-like reptile lies waiting for you in the submerged power plant, attacking in pairs, they can deliver a vicious bite. Dispose of them with a couple of needlegun blasts stunning them first with the shockwave to make killing these stealthy hunters easier.

### TYRANNOSAURUS REX

This one eyed brute just refuses to lie down, despite being floored several times throughout the game he just keeps on coming. Yikes!

### TRICERAPTOS

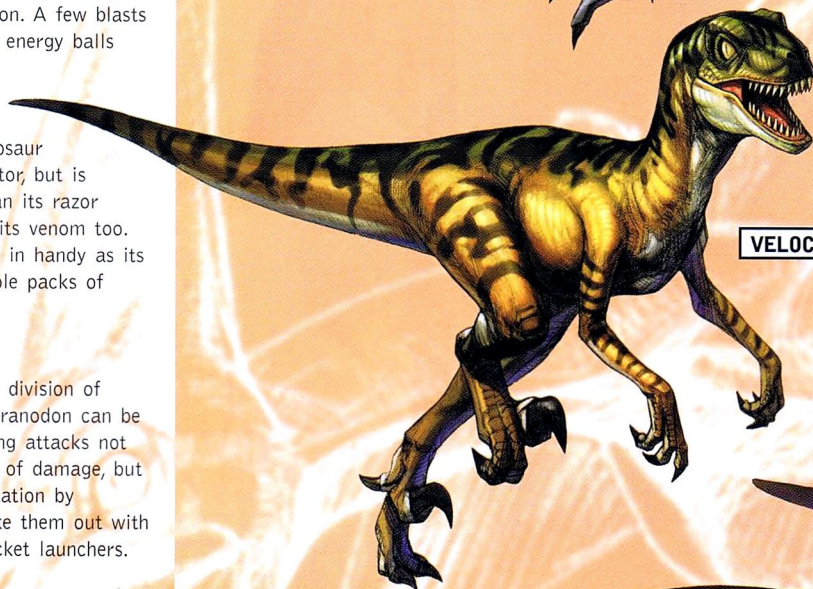
This usually gentle giant gets the hump when it discovers you leering over its dead offspring. Jump in that jeep and prepare for a right ramming from this seriously horny beast!

### GIGANOTOSAUR

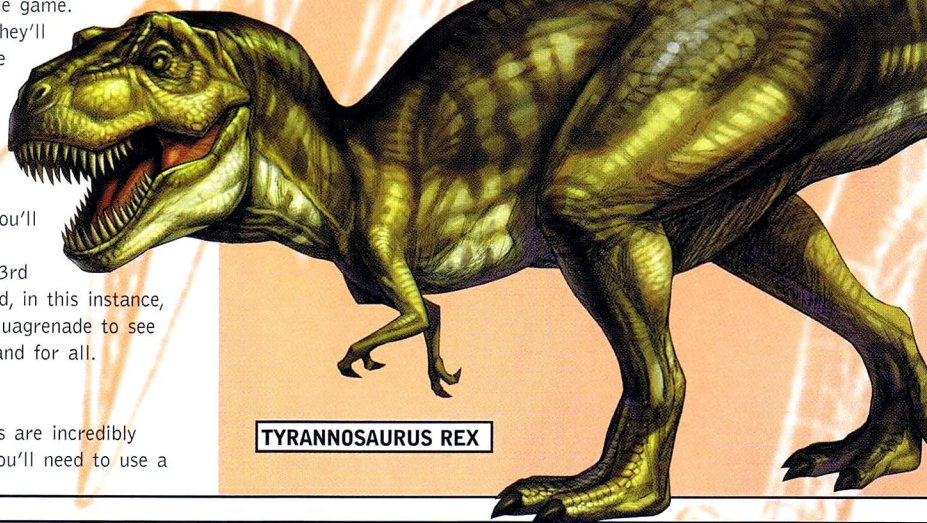
As the name suggests, this is largest, meanest and down right nastiest carnivore to ever walk the earth. don't even bother breaking out the big guns for this big boy, just head for the hills if you see him coming.

### COMPSOGNATHUS

Don't be afraid of this little thief, just keep an eye on your valuables instead. One of these pesky critters half hitches your Keycard in the Research Facility. Annoying but harmless.



VELOCIRAPTOR



TYRANNOSAURUS REX

## FEAR FACTOR

SCARED YOU MUM

RED ALERT

PARALYSED WITH TERROR

INSTANT HEART ATTACK

COMPSOGNATHUS

OVIRAPTOR

VELOCIRAPTOR

PTERANODON

INOSTRANCEVIA

PLESIOSAURUS

MOSASAURUS

ALLOSAURUS

TRICERAPTOS

TYRANNOSAURUS REX

GIGANOTOSAUR



# THE WEAPONS

## HAND GUN [11]

Regina's default weapon proves to be invaluable early on in the game, but as you run into progressively nastier creatures and gain access to superior fire-power, this pop gun soon falls out of favour to larger weapons.

## SHOTGUN [21]

Dylan's default shooter is vastly superior to Regina's, but still gets sidelined once heavier weapons and enemies come into play. The shotgun is useful with smaller dinos though, as it can take out multiple enemies at once. A very satisfying result.

## SOLID CANNON [31]

Fires a ball-shaped burst of energy that slowly dissipates causing more damage. This high powered weapon comes in particularly handy when dealing with the Allosaurus, but due to the size of energy burst, it's also very useful for taking down multiple targets too. A big hitter.

## FLAME LAUNCHER [41]

Despite being one of the handiest weapons in the game, the flame launcher has a limited range low powered attack. It makes up for these short comings as a single lick from its fiery tongue stops all comers dead in their tracks.

## SUB-MACHINE GUNS [51]

This pair of lightweight machine pistols have a fairly weak attack, but make up for things as they allow Regina to fire on multiple targets and their spit out lead at a ferocious rate. They come in very handy when under aerial bombardment.

## HEAVY MACHINE-GUN [61]

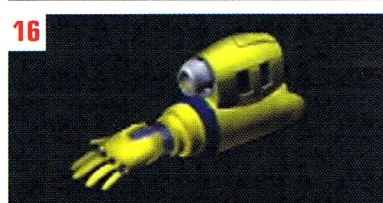
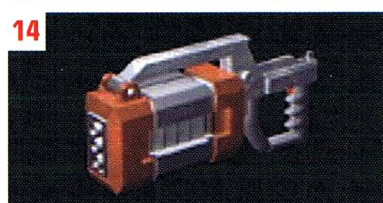
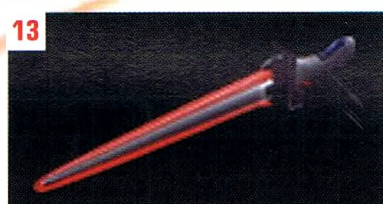
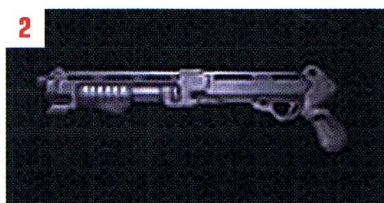
A high powered weapon with a tremendous rate of fire that cuts through dino flesh like a knife through butter. It's only drawback though, is that you can't fire while on the move. Still, it's mega-powerful.

## NEEDLE GUN [71]

Infinite ammo means that you can blast away with this little beauty to your hearts content. Despite only firing needles, a couple of blasts will see off even the most monstrous Mosasaur. A life saver.

## AQUA-GRENADE [81]

An essential weapon that you'll not only need to blast underwater pillars,



but also to take out the Plesiosaur at the end of the underwater section.

## ANTI-TANK RIFLE [91]

One of the most powerful weapons in the game, it takes out multiple Raptors with a single shot and can even penetrate an Inostrancevias bomb proof hide.

## ROCKET LAUNCHER [101]

This two-handed weapon can be a very deadly destructive force in the right hands. Despite this power, the rocket launcher is dogged by horribly slow reload times and the accurate manner in which it needs to be aimed. Kill with care.

## MISSILE POD [111]

A very powerful weapon. This little beauty fires a brace of homing missiles all at the same time to take out multiple targets. It's a two-handed weapon though, so you'll have to do without your sub-weapon.

## SUB WEAPONS

### MACHETE [121]

A pretty inoffensive weapon, if you're a dinosaur, that is. The machete comes in handy though, if you fancy doing a spot of gardening on your travels. Can be upgraded later on in the game to something fiercer.

### STUN GUN [131]

Very similar in essence to Dylan's machete, Regina's stun gun does a pretty poor job of keeping those prehistoric pests away. It's essential though for short circuiting locked gates and kick starting generators.

### FIREWALL [141]

Creates a wall of fire in front of you which will keep *Dino Crisis 2*'s denizens at bay. The firewall is most useful when running through levels to prevent attacks from the rear.

### CHAINMINE [151]

An essential weapon for when you have to take on the Inostrancevias's. Also comes in very handy for blasting your way through boulders.

### SHOCKWAVE [161]

Another underwater weapon; the shockwave momentarily stuns your underwater assailants letting you blast them with your needlegun.



# MAP 1 – THE JUNGLE



## DYLAN

Before you leave the first area **[A]** search the dead guard to find a handy Med Pak. Then make your way into the Raptor infested jungle. Eventually you'll reach this shuttered door **[1]** leading into the dino-free Watertower **[B]**. Leave through the only available exit and make your way over to the Military Facility **[C]**. After avoiding the one eyed T-Rex's attentions **[D]** and entering the facility, grab the key from the stretcher in the nurse's station, then head back to the T-Rex's area. Leg it through this door **[2]** over to the master computer room **[E]**. Then use the key to pass through the locked door.

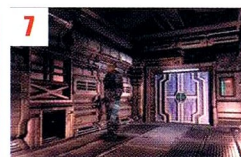
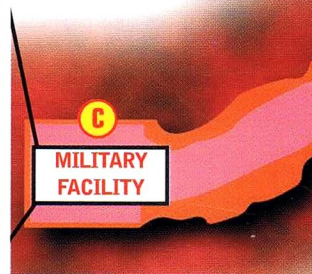
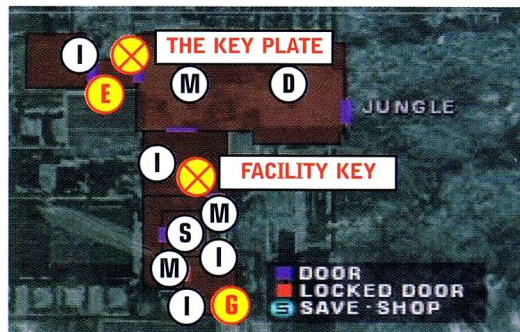
## REGINA

Run around the dock and use your stun gun to get through the locked gate. Head over the bridge and keep going until you reach this door **[3]**. Don't go through it just yet as you'll encounter some very unpleasant plant-life. Follow the other trail over to the Research Facility **[F]**. Once inside, climb over the platform and battle your way over to the unlocked door. Here you'll be able

to get your hands on some serious firepower from the Shop and Save. Now, retrace your steps back to the poisonous plant area and go through the door. Torch the plants and make your way, via the Water Tower, to the Military Facility. Once inside the compound, enter the building where Dylan is trapped and pick up the Key Plate that he has shoved under the door. Run over to the opposite side of the compound and through this door **[4]**. Use your stun gun to pass through the locked door into the room containing the Key Plate puzzle **[Boxout G]**. Go back to Dylan and free him.

## DYLAN

Leave the Dock through the middle gate and head over to the Water Tower, making sure you grab the 3rd Energy Key Card from the brook on the way. Now make your way to the Research Facility. Once inside the compound, hack your way through the vine covered door and enter the building. Use your Key Card to activate the lift **[H]** and take it to the floor below. Leg it down the corridor and hack through another overgrown doorway. Make your way

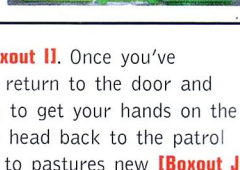
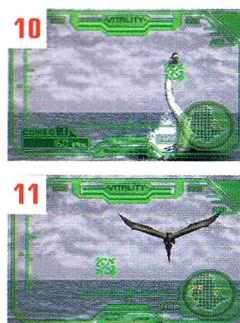


## [I] TO CATCH A THIEF [6-8]

In a pleasant change to dinosaur slaughtering, here you'll have to turn dinosaur herder to succeed. Make sure you've closed all the ventilation doors except for the one leading to the corridor that you're in. Chase the Compy into the open shaft into the next room. Once inside, manoeuvre him towards the open cage and lock the thieving swine in. Not as effective as it sounds.

## [J] THE CRUISE [9-11]

Not so much of a pleasure cruise, more one of mass slaughter. This shoot-em-up mini-game isn't too taxing, but it is jolly good fun and you'll need to keep your wits about you nonetheless. Get in plenty of practice for later.



through these rooms, closing all but the last ventilation doors as your go. Grab the key-card, then attempt to go through this door **[5]**. To get your card back you'll need to trap the tiny

dinosaur **[Boxout I]**. Once you've recovered it, return to the door and pass through to get your hands on the battery. Now head back to the patrol ship and off to pastures new **[Boxout J]**.





## MAP 1 - THE JUNGLE

12



13



14

**[G] KEY PLATE PUZZLE [12-14]**

To remove a Key Plate from this nifty dispenser you'll first have to insert your green one. The one that you'll need to operate Dylan's prison is coloured blue. Don't confuse these.

**KEY:**

- A** See text
- M** Med-Pack
- I** Info File
- D** Dino File
- S** Shop n' Save
- X** Item Location

3RD ENERGY KEYCARD

PATROL SHIP

MISSILE  
SILORESEARCH  
FACILITY

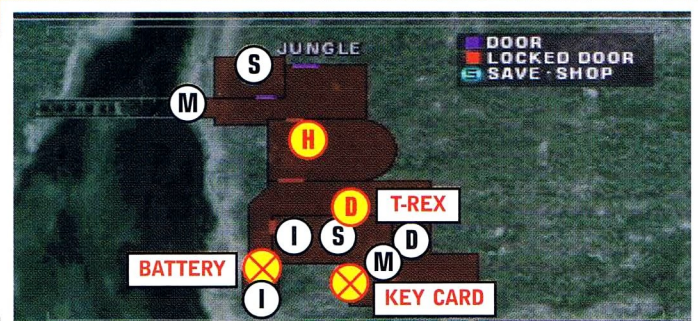
15



16



17

**[D] OLD ONE EYE [15-17]**

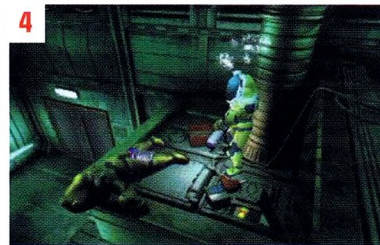
For some reason this Tyrannosaurus seems to have it in for you, can't imagine why. Don't bother wasting

your ammo on him, just make sure you avoid those diamond sharp teeth. Climb over the containers to reach the

Facility's entrance or, if you prefer, let T-Rex smash the containers out of the way for you instead. How helpful.



## MAP 2 – 3RD ENERGY FACILITY



## REGINA

Leave your vessel and head out on to the dock. Once you reach the yard **[A]**, grab the items and walk over the boat into the Control Room **[B]**. Grab the key and Dino Files, then leave through the only other open door and head outside. At the end of this jetty you'll find a dead body **[I]**.

Rummaging through this corpse, you'll discover an ID card. Head back to the boat that you crossed over and open the locked cupboard to obtain the lift security code 4521. Return to the Control Room once more and use the ID card and security code to gain access to the lift **[2]**. On the floor below you'll find a diving suit and a lift. Once you've stabilised the power supply **[Boxout C]**, walk across the bay and get the diving suit. Operate the central console to start the lift up.

Now that you're submerged, keep your eyes peeled for the deadly Mosasaurs that lurk in this abandoned reactor **[3]**. Make sure you buy the Aqua-Grenade at the Shop and Save,

then head deeper into the power station. Keep going until you find yourself in the largest underwater room **[D]**. Once you've smashed the cracked pillar **[Boxout E]**, activate the lift and leap on to this ledge **[4]**. Grab the canister and return to the underwater control room **[F]**. This means more backtracking for you now, as you return all the way back to the room with the cracked pillar. Leave through the door that's shown in this screenshot **[5]** and head down the watery corridor that you come to.

Eventually you'll come across another dead body – and there's quite a few of them about. Searching the deceased will reveal the Edward City keycard. When you at last make it to the reactor, a cut scene shows it being attacked by a huge Plesiosaur, time for some action **[Boxout G]**.

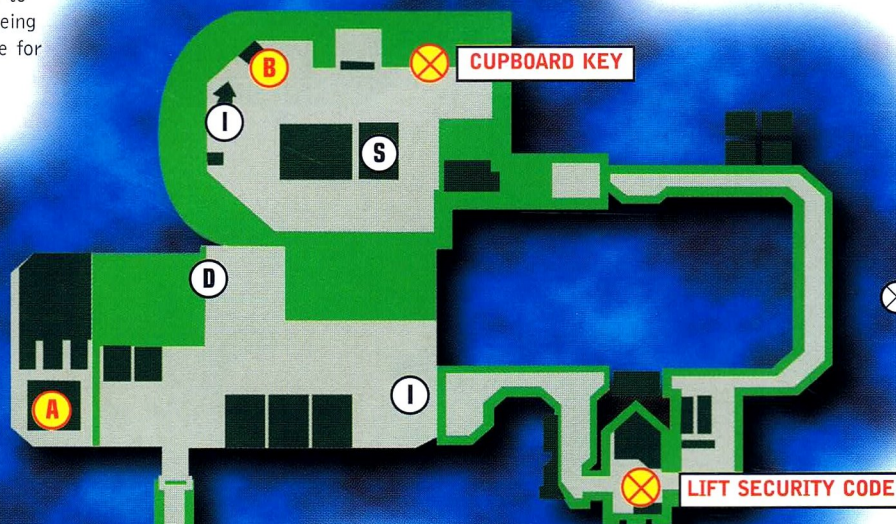
Once you've dispatched the mighty beast, climb up the platforms and make your way through the exit that you'll spot on the map **[H]**.



PATROL SHIP

## KEY:

- A** See text
- M** Med-Pack
- I** Info File
- D** Dino File
- S** Shop n' Save
- X** Item Location

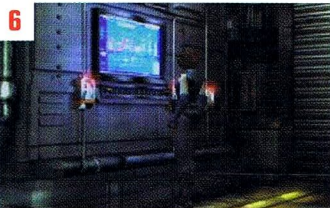




## MAP 2 – 3RD ENERGY FACILITY

**[C] OUR FRIENDS ELECTRIC [6-8]**

To activate the underwater lift down to the reactor area below, you'll need to kick-start the power supply using your stun gun. However, make sure you've upgraded it at the Shop and Save first, otherwise you'll be left high and dry. To keep the power flowing freely, whack the switches with your baton when they turn red. Keep this up for a minute or two and they'll stabilise, turning purple to let you know to stop hitting them.

**[E] CRACKED PILLAR [9-12]**

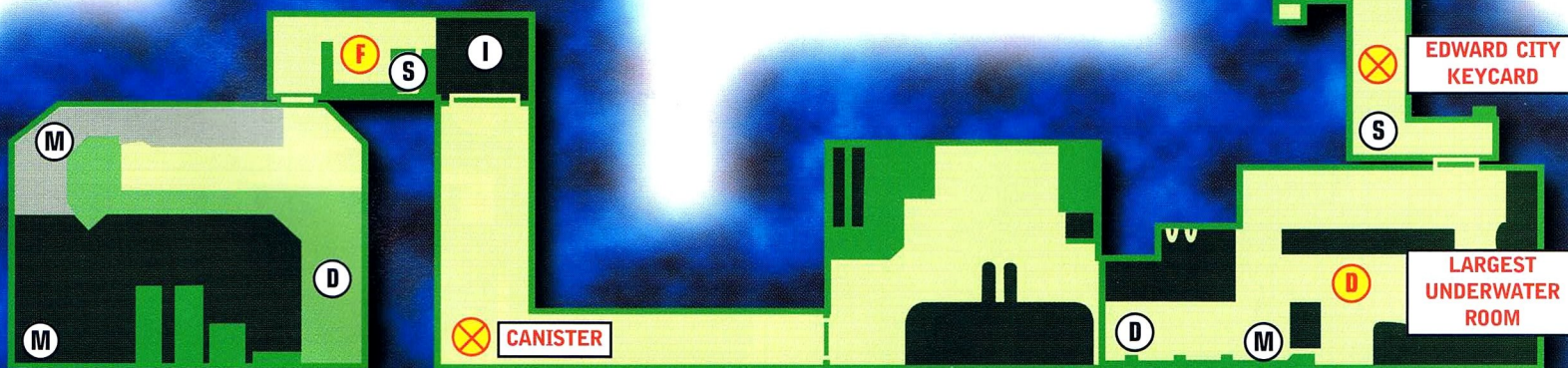
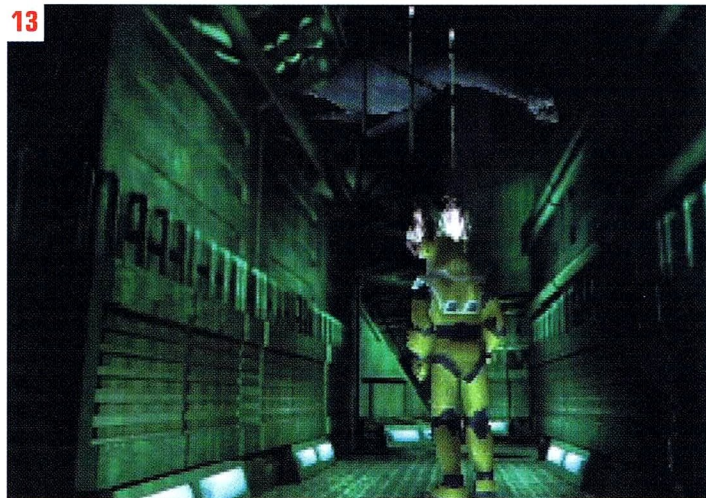
To get your hands on the cylinder which activates the reactor, you'll first need to smash a certain pillar in order

to reach it. In the large underwater room leap on to the platform and follow it around the room. Jump across to the central section and then to the

platform in front of the pillar. From here you can blast it with the aqua-grenade in relative safety in order to reach the doorway above.

**[G] PLESIOSAUR PROBLEMS [13-15]**

This Loch Ness escapee doesn't seem to be a big fan of 3rd Energy reactors, or you either for that matter. However, despite the Plesiosaur's massive bulk, he's quite easy to deal with using the aqua-grenade. A few well aimed shots to the head will see him off, just make sure that you back away as he lunges, otherwise it'll be curtains.





## MAP 3 – EDWARD CITY

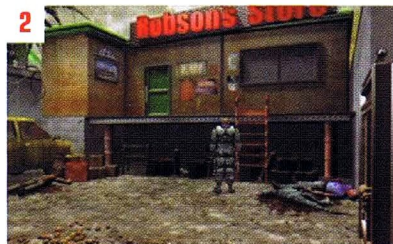


## DYLAN

From the boat head into the first compound **[A]**, then through the door on the left to the Shop And Save. Grab the chainmine and anti-tank rifle that you'll need to deal with the Inostrancevias, before you leave, make sure you increase the chainmine's magazine capacity. Head back into the compound and over to the entrance to the caves **[B]**. Once underground, use the chainmines to blast your way through the rocks that block your path. Battle your way through the lava strewn passageways,

following David's marks **[1]** to find the exit **[C]**. Once outside again you'll find that you've left the fire behind you, but ended right back in the frying pan **[Boxout D]**. Once you've negotiated the Allosaur's nest it's time to come face to face with a pair of angry Triceratops **[Boxout E]**.

When you arrive in Edward City, turn around and head over to Robson's Store **[2]**. Grab the key and other supplies, then head over to the next area. Use the key to gain entrance to the living quarters and come face-to-face with an old chum **[Boxout F]**.



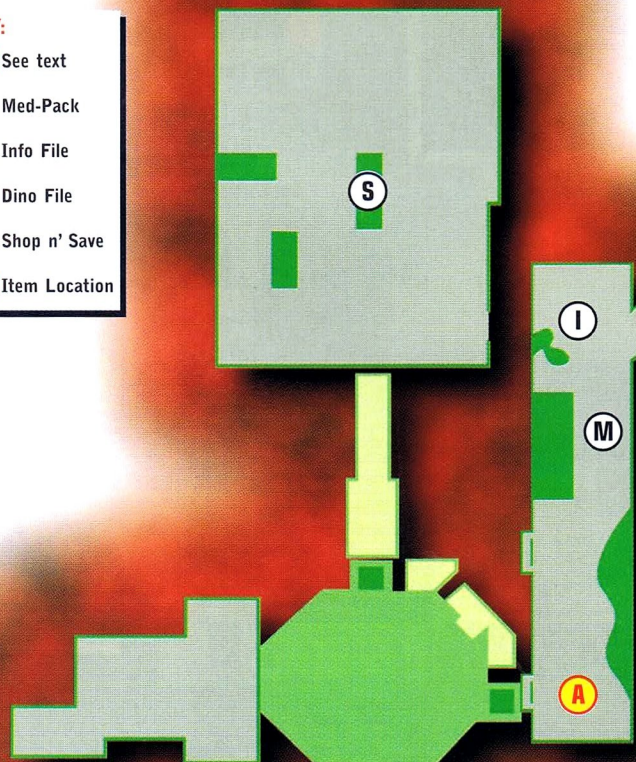
## REGINA

Sail back over to the Jungle area, then leg it down to the previously inaccessible poison gas area. Don your gas mask and pootle over to the missile launch site **[3]**. Once inside the building, head into the silo and down the steps. Operate the computer to get the 3rd Energy data disk, and then retrace your steps. After torching the Giganotosaur and deactivating the missile **[6]**, make your way out through the burning building. Don't worry about the flames, they can't touch you, just watch out for those Inostrancevias. Once you've escaped one disaster, it's time to head straight into another **[Boxout H]**.

have to deactivate the laser wall to pass through **[11]**. Once inside the Habitat Support Facility you'll bump into someone rather familiar. After some home truths it's time for the final encounter **[Boxout 12]**.

## KEY:

- [A]** See text
- [M]** Med-Pack
- [I]** Info File
- [D]** Dino File
- [S]** Shop n' Save
- [X]** Item Location



## DYLAN

Follow the strange mute girl into the compound, making sure that you protect her from dinosaur attacks. Here you'll

**[D] THE ALLOSAUR'S NEST [4]**

Escaping from these lumbering brutes is made easy enough thanks to the signal gun. Fire it into the air and your colleague will obligingly fire a shell in its direction. Fortunately the resulting explosion won't affect you, just any unfortunate dinosaurs or debris that might get in the way.

**[E] TRICERATOPS CHASE [5-7]**

This scene definitely takes its cue from the escape sequence in *Metal Gear Solid*. It's straight forward enough – blast the two charging Triceratops before they hit your jeep. Keep an eye out for them when they leave the road and head into the woods, as all of a sudden they'll ram you from the trees for no reason.



## MAP 3 – EDWARD CITY

**[F] TANK VS T-REX [8-10]**

Time to settle an old score, but this time you have the upper hand thanks to this nifty tank. The best strategy is to keep driving forward, but with your turret facing behind to keep the T-Rex at bay with stun shots and shells. When you reach an obstacle, quickly spin your turret forward and blast it out of your way.

**[G] THE GIGANOTOSAUR [11-12]**

Don't bother wasting your ammo on this massive carnivore, as your puny shots will have no effect. Instead, wait until he's near, then switch on the flammable gas and ignite it with a missile – the resulting explosion will sear even his scaly flesh. Keep up these attacks until the Giganotosaur finally goes down. To reach the missile, you've got another set of switches to keep active with your stun gun. Once they've all turned blue, leg it up to the nose cone as quickly as possible and deactivate the launch.

**[H] RAPTOR ATTACK [13-15]**

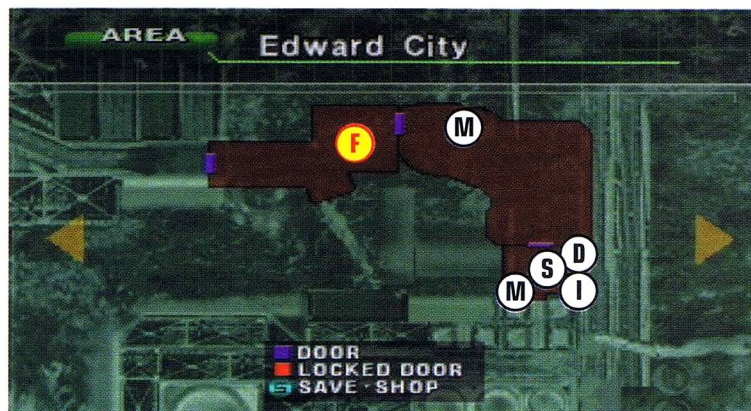
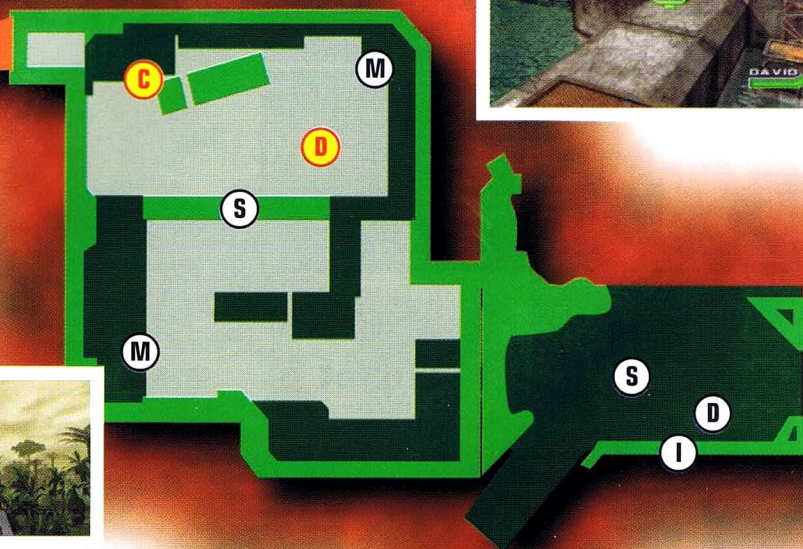
Simple enough this one, just keep David safe while he opens the lock gate. Train your weapon near him and blast the Raptors just before they strike.

**[I] LASER QUEST [16-18]**

Once you've been abandoned by the mysterious mute girl, you'll have to deactivate the laser wall to proceed. To do so you've got to turn off the coloured towers in the following order – Blue, Green, Yellow, Red. Once you've done so, climb up to the laser wall and switch it off at the power desk.

**[K] SATELLITE SHOWDOWN [19-20]**

The game's final encounter sees you going toe-to-toe with the Giganotosaur once more, this time however, you don't have any handy gas supplies with which to torch him. However there's a certain satellite laser weapon at your disposal if you can only get to the controls. From the starting point run over the first walkway, then head left to activate the first panel. Now run right over to the opposite side of the room and switch on the far panel too. Finally return to the centre and kill the Giganotosaur by operating the main control bank. As you run around flicking switches, the dinosaur will try to smash you to the floor, but as he's still smarting from the previous battle, your weapons will now serve to keep him long enough at bay.





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# Medal of Honour: Underground

OFFICIAL  
SOLUTION!

NAZIS ARE ADVANCING ACROSS EUROPE AND YOU MUST STOP THEM ARMED WITH A MACHINE GUN AND A BAD FRENCH ACCENT. GIVE THE EVIL EMPIRE MERRY HELL IN THIS STUNNING PREQUEL.

**W**ar, what is it good for? Huh? Apart from top flight movies full of stiff-upper-lipped Brits, brash Americans and squeaky-voiced German commandants. So what could be better than a game combining the gung-ho bravado of the *Dirty Dozen* with the tension of *Das Boot*? *Medal of Honour* was that title and with Dreamwork's classic now wearing a Platinum Hat, the time is perfect for a prequel. Plucking the finest moments from the original, increasing the quiet tension of the covert levels and chalking up the whizz-bang rating with even more arms and armour, *Underground* delivers the perfect distillation of the Sunday afternoon war film. Stick your noggin in a tin helmet and watch petrol bombs light up the sky as "Himmel!" shrieking Nazi's fly through the air.

OFFICIAL UK  
**PlayStation**  
Magazine  
**VERDICT**

■ OVERALL

"Not a huge leap forward from the original, but easily as much fun, with all the enhancements in the right place. If you already own *Medal of Honour*, get this. If you don't, be greedy and get both."

9

OUT OF 10



# LEVEL 1 [1-4]

## MIDNIGHT RENDEZ-VOUS

Move forward a little but don't go past the corner – wait for the patrolling officer to come into view and shoot him in the head. Two of his friends should turn up now – shoot these guys as well. Up ahead there's a guard

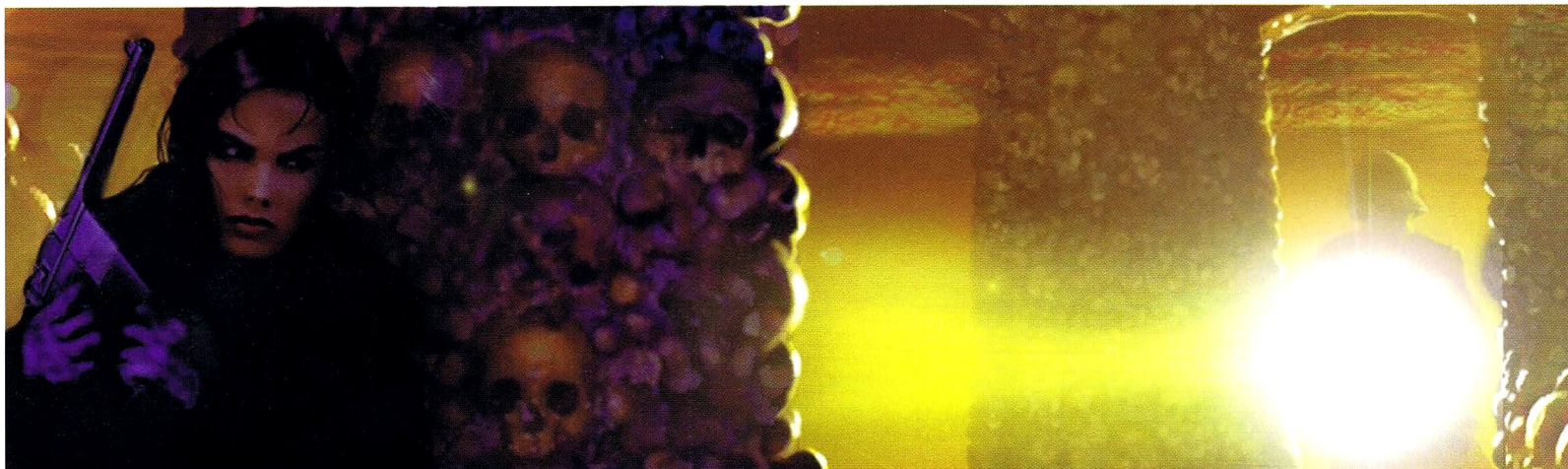
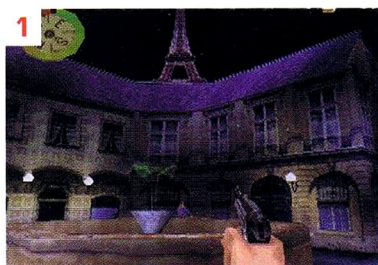
leaning against the wall opposite the huge archway, and you can take him out by slowly moving alongside the left side and firing as he comes into view.

Enter the gardens and shoot the soldiers from a distance with your pistol, but instead of meeting your brother (who is left of the small hedges arranged into a square) continue

forward and clear a path for him. When the path branches off, kill the guards on the left and go right until the wall obscures a patrolling guard. Hit him with a head shot then spin right and kill the cowardly guy hiding in the corner as quickly as you can.

Go back and get your brother who will take out the remaining few soldiers

with his machine gun and, as he picks the lock of the building, fend off the two soldiers who come to investigate. Watch his back as he picks a second lock (head shots are a necessity) and he'll jump in the truck behind the door. Push the button to the right, let him drive forward and be shot to pieces before escaping into the catacombs.



## LEVEL 2: AMONGST THE DEAD [5-8]

Well since that first mission didn't go quite according to plan you're now running through the secret underground passages faced with the task of destroying the entrances and any Nazis you find. Go down the stairs slowly, shoot the guard, then proceed to the corridor lined with skulls and bones.

Keep left and kill the assassin waiting high up on the right-hand side, then walk around the corner where another passage goes off to the right. This leads to a circular room with just a single soldier guarding a stash of items (and he's asleep too!) With these, back out and shoot the Gestapo near the slope and atop it you'll find the first of the entrances to destroy. Shoot the Nazi and tap **Ⓢ** when indicated to set the timer. Oh and

don't forget to RUN! Dash underneath the ledge you were just on and take the med kit to the left of the junction. The forged papers are hidden in a small chamber that can only be accessed by crawling – turn right at the next opportunity and climb the ladder to find the entrance. Once you have them, continue and wait for the Nazi to drop down before shooting him, then climb the ladder and set the explosives. At the top of the stairs kill the few guards and take the med kit in the corner then take out the cowardly Nazis hiding behind columns around the next corner. The third entrance to be sealed is up the stairs and left at the second junction, just before the tomb area. This will fill up with enemies fast, so just shoot past a few and run to the two ladders (in front and to the right) to escape the onslaught. You'll find the hearse in the graveyard, so just hang a right and head on down the path.





## LEVEL 3



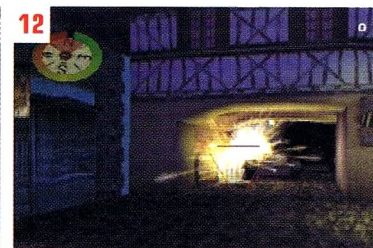
### WITHOUT A TRACE [9-10]

Creep forward and shoot the guys talking, then continue past the hearse and take out the few soldiers in this area. For the one behind the sandbags get against the corner of the building then strafe out and fire a few shots before he notices you. Fling open the door to the right and you'll be in a storage room with a few guards – kill them then crack open the cases for items. The bundle of papers in the corner must be destroyed too as they're vital evidence. When you reach the truck you'll have to destroy it as the Nazis have discovered its real use.

Run into the house on the left (opposite the vehicle) and kill the soldier at the top of the staircase. Open the crate to find... a heavy duty machine gun! Tap action to take hold and pump bullets into the truck and all the Nazis around it. Up ahead where the garden behind the house is

fenced off, you can find a second stash of distribution evidence, as well as a few health supplies.

Fight your way towards the ladder leading into the underground tunnel and top up your inventory with the arms you find down here. Climb out, shoot the soldier to your left, then run to the machine gun inside the small sunken building. Enemies will appear from around the corner up ahead and behind the barricade to your right, so keep checking both sides. When it's safe, continue on past the guards and down the steps but nip behind the wall to find a hidden staircase leading onto a ledge. Use the gun there to blow up the truck and kill the commandos and guards that appear. Once everything's been dealt with, climb down and proceed up the steps to a street with Nazi soldiers up on the balconies. To your left you'll find the final bundle of evidence, to your right the printing press, and the exit at the very end.



## LEVEL 4:

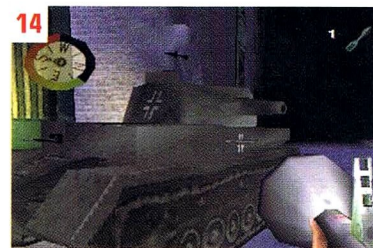
### TREAD CAREFULLY [11-14]

Just around the corner from the start is a drunk soldier. A nice easy start to the level as he won't notice you sneak up and pop a cap in his ass. His comrades nearby won't take kindly to this though and will attack on sight, backed up by a ruddy great tank!

Once the two men are dead, charge past the tank, strafing to avoid the gunfire and run up the steps and into a tiny room on the right. Here you'll find a panzerfaust and a few other items, but beware the soldiers that follow you in. Return to face the tank with your new weapon and send two rockets into the turret. If it's still

rolling around use a grenade. Atop the steps are a group of soldiers, a tank to the left and a very useful mounted machine gun to the right. Shoot the soldiers and the tank with the gun.

Just on from here is a dead end and a small alley going off to the right. But before you go charging off, break open the barrels to reveal a handy medikit that you can use now or come back for later. At the end of the alley are not one but two tanks. There's a gun emplacement just to the side that you can use to knock a few dents into their armour. Aim for the turrets and the wreckage of the first will protect you from the second. With both gone simply waltz towards the exit.

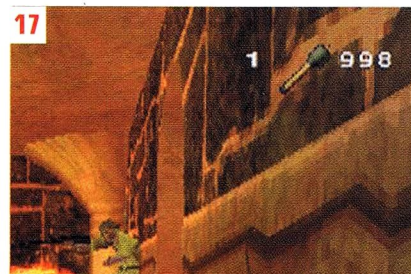
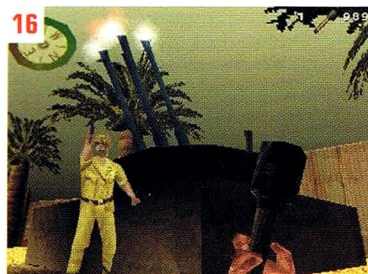
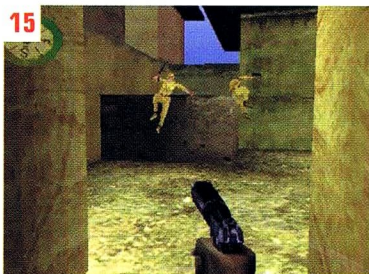


## LEVEL 5

### CASABLANCA [15-17]

You're in your hotel room, but not safe for long. If you're on a harder difficulty level you may need the first aid kits from off the dresser. Shoot the guard patrolling outside and run down the left-hand staircase. Fire bullets into the guy on the other side of the window then spin around to beat the guards running at you.

Fight past the remaining hotel 'staff' and run into the small room on the corner. Inside are a number of supplies you could do with, and it provides a vantage point if any guards try to attack. Just down the sloping road is another room that holds treasures, in particular the dossier you're after. Just a single guard stands in your way. Proceed with caution and beware of the guards ahead that jump out of windows and from behind walls.



You'll come to a large gate eventually, so push it open and fight the guards waiting for you. Pick up the first aid kit to the right of the steps then make your way to the bridge. There are many soldiers on ledges and balconies waiting to pick you off, so make sure you get them first. Cross over the bridge itself to complete your third objective then follow the path winding down under the bridge and out to the truck.





# LEVEL 6:

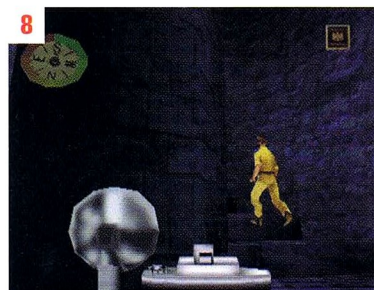
## LIGHTING THE TORCH [1-4]

By the second truck is a blue box which hides a secret passage. Destroy it and crawl through the gap to reach some handy items. The third truck has a soldier patrolling nearby, but by shooting him you'll attract the attention of the ones in the vehicle so get your pistol warmed up for action. Head shots work well as they take a moment to regain their balance during which they can't fire.

In the large open area with the hut, shoot the guard hiding to your left then slowly kill off the rest. Inside defeat the Nazi and find the shipping records. Doing so will

inadvertently open the warehouse and you can pass through it as a shortcut. Watch your back as you enter the second room and pick up the ammo. Before jumping down onto the sand, fire at the sentry in the balcony then the ground troops that run around.

Climb up into the photographer's room and steal her identification then use the chair to trap her in the bathroom. Now escape through the back door before her singing drives you crazy. The left-hand route of this secret passage leads to a store room with health and ammunition, so get them before going right. Shoot the guard high up, then the rest on the ground before fighting your way into the building and up the stairs. Use the radio but spin around to shoot the guard behind you. The exit is nearby.



# LEVEL 7

## BURNING SANDS [5-8]

Climb the ladder and, if the guard asks for I.D, tap the fire button to show it to him. Run and jump while strafing left to make it over the fence and show your papers to the guard. At the junction go right but don't try to get past the guard – your pass isn't valid for here. Open the door to your left and swipe the armoury pass. Show your credentials to the officer, take his picture, then a pic of the cypher book. Return to the junction and go left to find the storage room. Show your papers to the soldier and then shoot him in the back of the head. Quickly blow the lock off and take up a defensive position inside to tackle the troops (use your pistol).

Take the bombs and go past the guard blocking the staircase (if you can, use your disguise). At the bottom, whip out your pistol and shoot the patrolling guard high up, then the lower one. You'll find it easier to destroy the truck now.

Advance slowly to the next truck and fire at one of the guards so they come after you. Behind you another two may sneak up, so watch out for them before continuing your firefight. Destroy the truck but backtrack instead of going up the stairs, or you may die in the explosion. Go down the winding staircase and out to the final two tankers. Walk around the outside killing all the soldiers before dropping your bombs into the vehicles. Get the med kit from behind the wall and exit the level.

# LEVEL 8

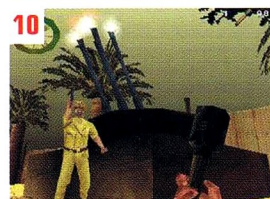
## ALLY IN THE DESERT [9-11]

Pick up supplies from off the shelf and shoot the soldiers below from the battlements. Use cover to avoid the shells and either fight the tank from here or on the ground. Proceed slowly out towards the bridge where a group of soldiers will attack – defeat them by falling back to the tank and using the cover of the walls. Only when every last soldier is dead should you cross to the next part of the castle. The first of the anti-aircraft guns is here, and if you shoot the lookout you may have help from your friends in their plane. If not just toss a grenade inside it and grab the medikit from the corner.

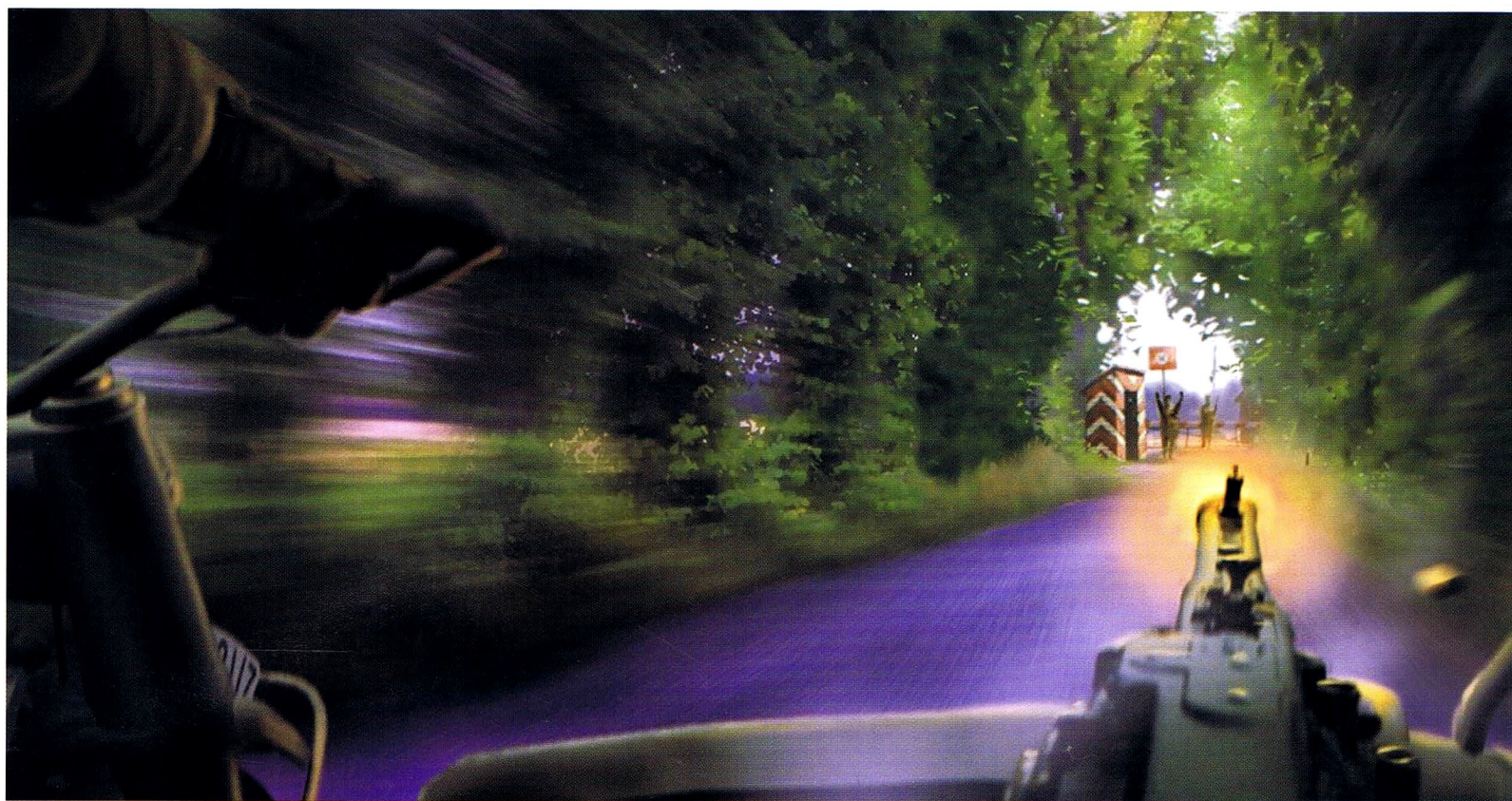
The tank rumbling towards you can be a problem, but if you get hold of the machine gun emplacement you can pummel it with bullets until it blows, saving you both ammo and health. For the next AA guns and tank combo, shoot the lookout and drop a grenade

inside to kill the guy manning the guns then dash over to the machine gun by the arch and shoot the tank as it passes (hit its turret).

There's another tank moving towards you in the courtyard, but don't try to lure it back towards the machine gun because you'll take damage from its shells. Instead, make a daring run past the tank and use the gun emplacement behind it to put it out of action. Close by is the last of the AA guns and despite the noise, the lookout won't have noticed you, so pop a cap in him and toss a grenade inside to disable the equipment. If you've taken a battering, grab the medikit from behind the gun and enter the building where you'll find the switch for the landing lights at the top. Head downstairs and one of the doors has been flung open providing a perfect escape route to the aeroplane (just hang a right at the junction and you should now see it right in front of you).







## LEVEL 9:

### ROUNDAABOUT [12-13]

A rather tricky level, this one. Always advance slowly and have your machine gun to hand. Shoot one of the guards by the gate, then the sentry in the tower before finishing off the guy on the ground. Search between the trees for ammunition and head off to the left. Some guards are hidden from view by the green moss hanging across the rocky pathways and often take players by surprise. The only thing to do is learn where these areas are and run quickly past the moss. Once the winding trail comes to an end, have your machine gun ready and edge out into the clearing, shooting the guards to your right. More will come to try and protect the trucks but, if you hold your position, the soldiers at the end

shouldn't be alerted. Two rockets or grenades will destroy each truck, and there's a medikit in the small trench left as you came out into the clearing. To proceed, look for a hidden path opposite the fence the trucks were heading for. You'll find it.

Take out the guards you see and then concentrate on the trucks rolling towards you. There's more time to line up your shots if using the panzerfaust, but if grenades are your choice of incendiary, throw, then run back to avoid the explosion. The crates outside the small building are the supplies you have to destroy – a grenade or a few bullets will suffice. There are a couple of boxes around the back which are also supplies, so destroy these too. The guard tower causing so many problems is opposite the building's entrance. Wander over, set the explosives and run! The crypt entrance is behind the building at the end of the path.



## LEVEL 10



### PRISONERS OF WAR [14-15]

Your presence will be detected by two guards, so quickly get off the ladder you're standing on and get against the left-hand wall for cover. After the stairs, shoot the guard outside the interrogation room, but don't free the captain yet. Far better to go through the rest of the level wiping out most of the infantry first.

Along the corridor on the left is a turning, then a room left of here where Nazis are hoarding paintings and treasures. Kill them and take the next turn to reach another corridor where guards appear from all over (particularly from the side room), and fight your way to a staircase. Wait a few steps down and let the soldiers come to you, then mop up the rest

inside this large chamber. Go back to the interrogation room and rescue the captain by shooting out the glass then the officer behind it (the one that's inconsiderately pointing a gun at your head!). Follow your comrade to each of the cells and protect him from harm while he picks the locks. If you get short on health, you'll find a medkit inside most of the holding areas (look underneath the beds). When all are rescued, return to the large chamber up the stairs and open the secret door to your right which reveals the hidden War Room.

Shoot the guy attending to the radio and then take out his comrades in arms who jump out in front of you. Throw a grenade to blow up the equipment and shoot anyone who gets in your way between here and the exit.



## LEVEL 12

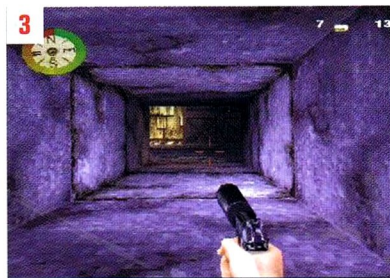
### GETTING THE STORY [2-4]

Show your papers to the guard to your left then, once he's satisfied, get behind and send a bullet into his skull. Rather than use your disguise it's better to use 'persuasion' for this mission. Get the photo pass from off the floor and blast open the boxes for some essential ammunition. In the alleyway there's a medikit, though you shouldn't need it just yet. Around here you'll come across a few fights between the German forces and local pirates, but both are your enemies so always be ready to finish the survivor. Continue through the town and as you near a large building on the left, you'll notice two pirates going in. The restricted pass is inside on a desk.

Fight past the patrolling soldiers and explore every hut and alley you come across until you reach a large set of descending steps. Go down and enter the second hut on the left to



pick up the supply schedule. This will result in a new objective – 'Board the Knossos truck'. The gate that was locked at the start of the level is now open if you look back up the steps. Useful if you need the health pack in the alleyway. Continuing on, there's a building right at the end of the path, and inside is the archaeology pass as well as the map up on the wall. Take the pass and photograph the map before you get on the truck that's behind the gate you've just passed. Kick it open, shoot the Nazi, and go!



## LEVEL 11

### MAYHEM IN THE MONASTERY [1]

The golden rule for this stage is not to use health pick-ups unless absolutely necessary. Kill the patrolling guard to the right and slowly work your way around killing all the soldiers hiding behind the columns. One of the Half Tanks is nearby and surprisingly it's harder to beat than a regular one as it relies more on machine gun fire than slow explosive shells. First of all defeat the soldiers surrounding it then, staying in the passageway, fire your panzerfaust as it rolls into view. Immediately duck behind cover or you'll be hit by a dozen bullets, then pop out and launch a second rocket. Use the medikit in the small alcove (in the passageway) if you take damage. On the large walkway, fire a few rounds to attract the guards, then hit them as they round the corner. Swipe the small health bottles from off the wall and kill the Nazis in the corridor.

There's another Half Tank ahead but it's easy to destroy. Stand back from the doorway and, as it ploughs into the boxes, blow them up, then repeat with the second group. This not only completes one of your objectives at the same time as destroying the tank, it saves you a lot of trouble too! And speaking of trouble, the hardest part is yet to come. When you reach the demolished building, shoot the Nazis nearby, then throw a grenade over the wall. Run around the right of it



and kill the soldier manning the machine gun then go back and climb the ladder to find another gun. Use it to kill the reappearing soldiers and, once clear, crawl through the hole behind the lower gun. The ledger is in the large room by the blue doors, and as for the Half Tank, kill the guards before taking it on from the corridor.

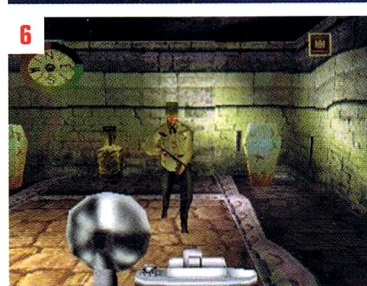
## LEVEL 13: [5-6]

### WHAT LIES AT KNOSSOS

Your disguise will work very well here. If a guard challenges you, show them your papers and take a pic – if they pose then you'll be allowed onward. Some of the officers will make you sweat a little by not instantly believing you, so either keep trying or (if nobody's around) shoot them with your silenced pistol instead.

Go left at the first junction and kill the archaeologist using a silenced head shot. The guards up ahead won't suspect anything and you can bluff your way past into a secret chamber. Shoot the two archaeologists in here and get the first relic. Keep your weapon drawn and kill those two guards you just spoke to before blowing up the supplies in the room. Return to the junction you just came from and follow the corridor to a couple of guards who will want to see identification before you can open the secret door on the right.

Kill the officer here and then the archaeologist to get the propaganda report and any health you need – and, after the last couple of battles, you'll probably need a bit to see you through to the end of the level. Kill the soldiers in the previous room and destroy the supplies (including the



rockets that are lurking in the corner of the room) and continue on until you reach another sliding door (on your left). Shoot the archaeologist and take the relic, then slowly go downstairs (right) and kill the next archaeologist. Murder another archaeologist (left by the stairs) and go down slowly, killing the numerous Nazis as quickly as possible that appear as you go.

The last archaeologist is right of the pillar and the remaining bunker supplies – kill him then come back and blow the crates sky high. The escape route is behind the secret door, as are another three guards to be dealt with.



## LEVEL 14

### LABYRINTH (7-8)

It's time for a little search and destroy! Beware the three Nazi guards at the bottom of the staircase as they can cause a great deal of damage. Run down then back up, shoot the enemies from there, then grab a new weapon (a snazzy assault rifle). The secret chamber at the far end (in front of you) houses the Communications Room

but you have to get rid of the guards first of all. Carry on to the descending staircase nearby and, from the top, wait for the soldiers to come to you and things will be easier. At the fountain advance slowly to draw out any men hiding behind corners, and you'll reach the ancient bath easily.

Wait in the doorways and fire a few bullets to have the enemy run at you – all this time away from the front line



has dulled their reflexes. Head right afterwards to find a medikit in one of the barracks (shoot the boxes at the foot of each bed for ammo too) then

proceed to locate and destroy the cannons. Turn right at the junction and take out that one before the other, as the exit is left of the second cannon.

## LEVEL 15: (9-12)

### ASCENT TO THE CASTLE

The 'big joe' is your starting weapon for this mission, but don't worry it won't be long before you get something better. Creep forward and, from a distance, fire at the unsuspecting Nazi walking away from you, then at the bridge, shoot the two on the other side with head shots. These two will drop their assault rifles and you can forget the big joe for the rest of the game. At the wooden shed shoot the suspended crate to make it fall then go inside and climb the ladder to locate the crowbar (as well as a health pack). Crawl through the small gap in the hedge and kill the enemies you see walking off to the right so you can go inside the building. There is a chap relieving himself here, get close and polish him off to get some rifle rounds, then walk down the path and left to a guard tower. You

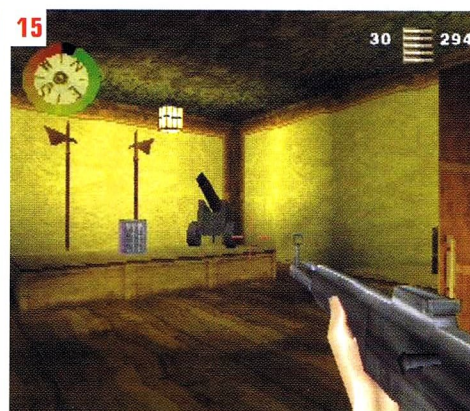
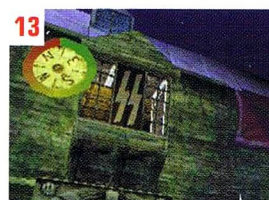
can use your sniper rifle quite effectively to zoom in and pick off the sentry with a sneaky head shot.

Use the brick building opposite as cover from the guards in the area and once clear, check the guard tower for items. There's another left of here but your presence will attract more guards so get ready. Back at the junction go all the way right, advancing slowly to kill all the soldiers patrolling here, and inside the hut is the radio you need to destroy. Watch out for any guards that try to sneak up behind you as you do this though. Go back to the bridge now and cross it to reach the cable car.

Make sure you eliminate everyone inside, then go to the cable car controls and use the crowbar on the brake to your left. Back up a little and slide down the ladder into the hole where the wire cutters are and use them on the cables near the handbrake. Hop aboard and you're on to the castle!



## LEVEL 16



### DARK VALHALLA (13-15)

Start by shooting the two patrolling guards and go right to find a third waiting by a lamppost. If you have some bullets left in your sniper rifle, use it to kill the lookout high above the castle entrance but don't try to enter through the front door (it's suicide). Look for a path going off to the right and underneath the bridge, as it'll take you to some vines which you can climb, getting you onto the tower.

Descend the steps into the castle but, as the corridor winds right, look for a small chamber along the right hand wall, as a guard jumps out from here and attacks. Behind him are the demolition charges and a few items that you need before heading down the corridor to a larger part where two doors are on either side. Open the left set and grab the knife from inside amongst the treasures, then take the right door to get out into the courtyard where a few guards are. Kill them then run down the corridor you were in to a round table with health on top. If you want more crawl into the fireplace and climb up to find a larger dose, then you can.

Down the steps then, and into a

circular room where you can find a ladder leading down into a small chamber. Here is where your first encounter with the SS knights will occur. Stand in the narrow passage before the 'statues' and point your assault rifle at the head of one.

Open fire so that they both run at you and hopefully you'll knock their helmets off leaving them vulnerable to bullets. Pick up the health pack if you were injured and blow open the safe to get the contents. From the circular room, continue deeper into the castle and, dodging the attentions of the patrolling soldiers (and the knight in the corner of the large room), head down the steps to a long corridor with many rooms. Inside these rooms you'll mostly find pick-ups but there are many guards here too so fight for your life and go left at the end. Once you've shot your way past the hoards of Nazis and eventually descended the steps towards Valhalla (the round room with the markings in the middle) the last three SS knights will launch themselves at you from the bottom of the stairs and chase you back up it. Run backwards while shooting at their heads and at the top hold your ground. The exit is very close by to this point.





## LEVEL 17: A VICIOUS CIRCLE [1-4]

It may look like you have a vast area ahead of you, but it's all pretty linear. Head on through the trees and in the large clearing where you can either go left or right, choose to go between the bushes on the right to find a sleeping officer on the ground. If you get too close he'll wake up, so finish him off and take his grenades. Further on a motorcycle and sidecar combo will leap out from the bushes and try to mow you down, but if you're quick on the draw you can shoot the driver and crash the bike, leaving only his friend to deal with. There's another of these along the muddy road you're about to

use, and the same tactics apply. Kill the guy in the watchtower and go right to the bridge where you can set all four explosives and destroy the bridge (just don't wait around afterwards). Continue along the road (don't bother taking the path to the left) and, if you need health, look behind the bush on the right to find some hidden.

There's a pathway off to the left up ahead and it leads to the siren controls inside a shelter. Destroy them to confuse the soldiers and carry on along the road ignoring the other routes and getting to the houses. Make sure you have health and go slowly (very slowly, mind you) through the house on the right to reach the level's exit.

## LEVEL 18

### PLANS FOR DESTRUCTION [5-6]

Conserve your ammunition and health as you roam the forest because this stage introduces some of the toughest enemies yet. When fighting keep those bullets coming until the enemy drops to the floor, or else you may regret it! Anyway, get to the buildings with barrels and crates on the floor but don't try to explode them, just run up the slope on the building to your left and kill the guard to get hold of the machine gun. Once you take hold, soldiers will flood the place so finish them off and destroy the crates to reveal items, as well as unblocking the entrance to the small hut where the backpack has been hidden.

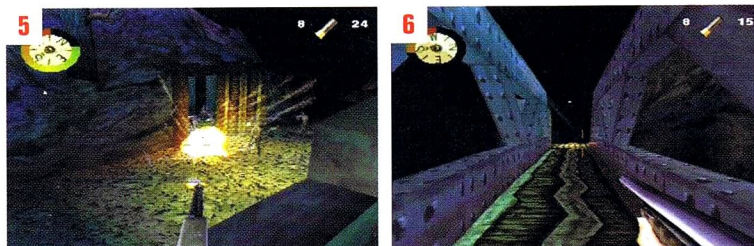
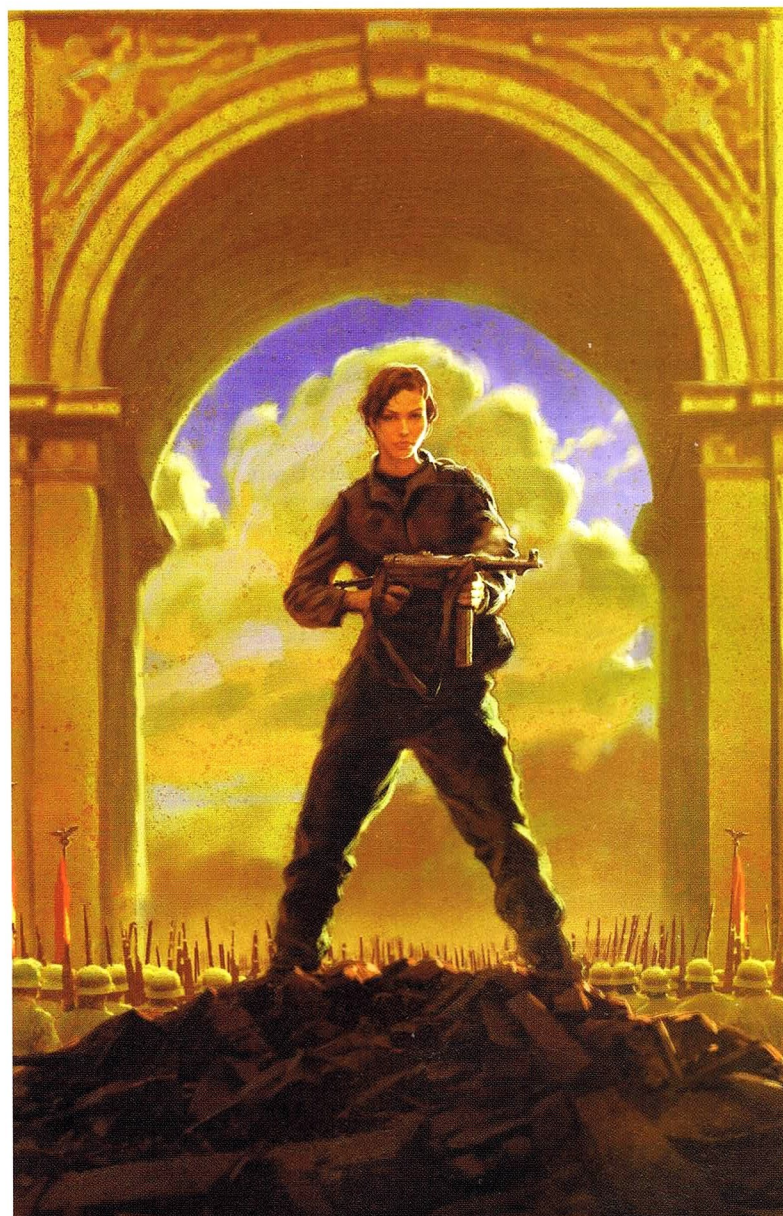
Continue to the signpost and hang a left to tackle a group of snipers, then retrieve two field surgeon packs on the building ahead. Climb the ladder and follow the winding path up to find your friend who has the factory plans for you. He'll now run off and take on the guards to the left, so help him out if you're feeling lucky and crawl through the gap to some trees. Hide behind one and leap out firing at the tower to kill

the sniper up there, then carry on cleaning up what's left below.

If you need health turn around and follow the path back, turning left to uncover a secret bunker with a field surgeon pack outside (open the crates with a grenade if you have to).

Past the tower, move slowly to creep up on enemies then, at the ladder, destroy the barrel with a grenade if you need health, otherwise climb up to the start of the mountain trail. There isn't much cover, so rush forward and shoot the two guards waiting near the building then begin your trek through this sniper-filled region.

Over the bridge is a health pack underneath a barrel. If you've taken a few hits and things are looking a bit dodgy, then you'll want to stop off here to collect it, as you'll need lots of health if you're to get through the town in one piece. Go left (watch the guards to your right for the perfect time to go through) and switch on the generator. Then, from here, ease left and shoot the guards by the gun emplacement to the right. The tram you need to escape the stage is inside the building to your immediate left (go up the steps to find it).





## LEVEL 19

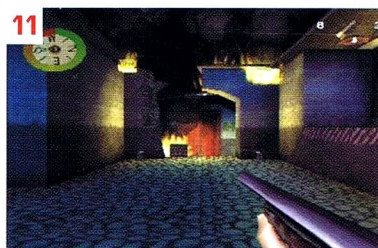
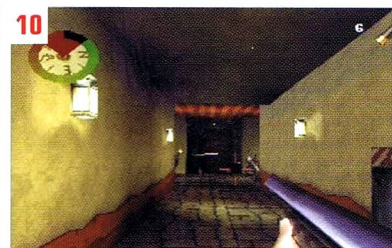
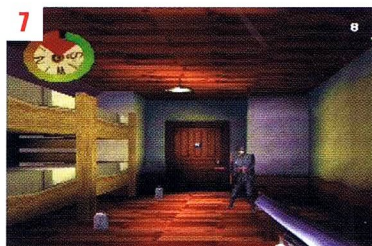
### SABOTAGE [7-10]

Run around the first bit shooting all the guards, going left at the end of the corridor and grabbing the control room key from a Nazi in the sleeping quarters. Crawl through the ventilation shaft and kill the Nazis you find before going left (the door on the right can only be opened from the control room) then right at the junction.

Open the silver door with your key and unlock the heavy doors but stay in here until the three soldiers attack. Once defeated run past them and through the left of the two doors which leads up to a ventilation shaft – crawl through it to find three machines. Destroy them and return to

the two doors you unlocked, go right to find three more and a lift that isn't of much use to you right now, then all the way back to that one silver door that wouldn't open earlier (near the start after the ventilation shaft).

Set your bombs to blow it up and then return to the lift, making sure you've topped up your health beforehand. Open the heavy door by hand then quickly run left around the corner to take out a guard and kill all the others who come from the right. Work your way round (the long passageway on the right is your soon-to-be-used escape route) and locate the stockpile of bombs. With the corridors clear, drop the bomb then run as fast as you can to the exit.



## LEVEL 20

### SIDECAR SHOOTOUT [11-14]

One of the most fun to play levels, and you'll soon see why! Shoot the guard in front of you then the others to your right (look out for a couple hidden by the trees) and pick up any health packs

you need. Hop in the sidecar just off to the left and begin to pepper the road with bullets, hitting every crate and barrel you see. Where the road has been destroyed it's *Street Hawk* time, as your partner revs the engine and gets you both across the gap. The first

launch site is off the road to the right (he'll stop the bike so you can get off). Surprisingly there is minimal resistance so planting the explosives will be easy. There are many health kits here too.

Back on the bike, ride all the way to the second launch site, taking out as

many of the soldiers as you can along the way then advance slowly to the second V1 bomb. Kill all the guards you find, disable the bomb launcher and make use of the medikits lying around. Then simply hop back in the sidecar and ride to the nearby exit!

## LEVEL 21

### FINAL UPRISING [15-18]

You only have a sniper rifle at the beginning but it won't be long before you get something much better. When the road goes left, shoot the soldier on the bridge before grabbing the petrol bombs from near the tank. Two more soldiers patrol the bridge but they're easy enough to deal with, and one of them drops an assault rifle! An enemy jumps over the barricade to the right so don't let him catch you off-guard, and also watch for guys jumping from houses onto the street. Behind the barricade is a health pack and some bullets which will be useful soon. At the very end of the street turn right

and walk along the alley, killing the guards here and around the corner before moving on (there are many health packs down the street to the right). If more are needed go right before left at the junction.

The first of the Half Tracks is just up ahead. You'll need to clear the soldiers before taking it on, and the best way to do that is to select petrol bombs and hold the button to throw it further (aim high as well). A few of these and the tank will explode. Another is just ahead but you must take out the snipers and ground troops before attempting to destroy it or else you'll be shot to pieces. Beyond it is a path with more soldiers (some have



rocket launchers which unfortunately you can't pick up) and as you make a U-turn there will be another two that leap from a building and open fire as

soon as they touch the ground, but by blowing up the barrel you can kill both at once! The exit to the level is now just to your left, so use it!



## LEVEL 22

### STREET BY STREET [1-4]

You're aided by a few resistance fighters during your battles on the streets and they're surprisingly handy with a rifle (so don't inadvertently kill them!) Go up the stairs and out onto the streets where a single guard stands in the passageway. As your comrade

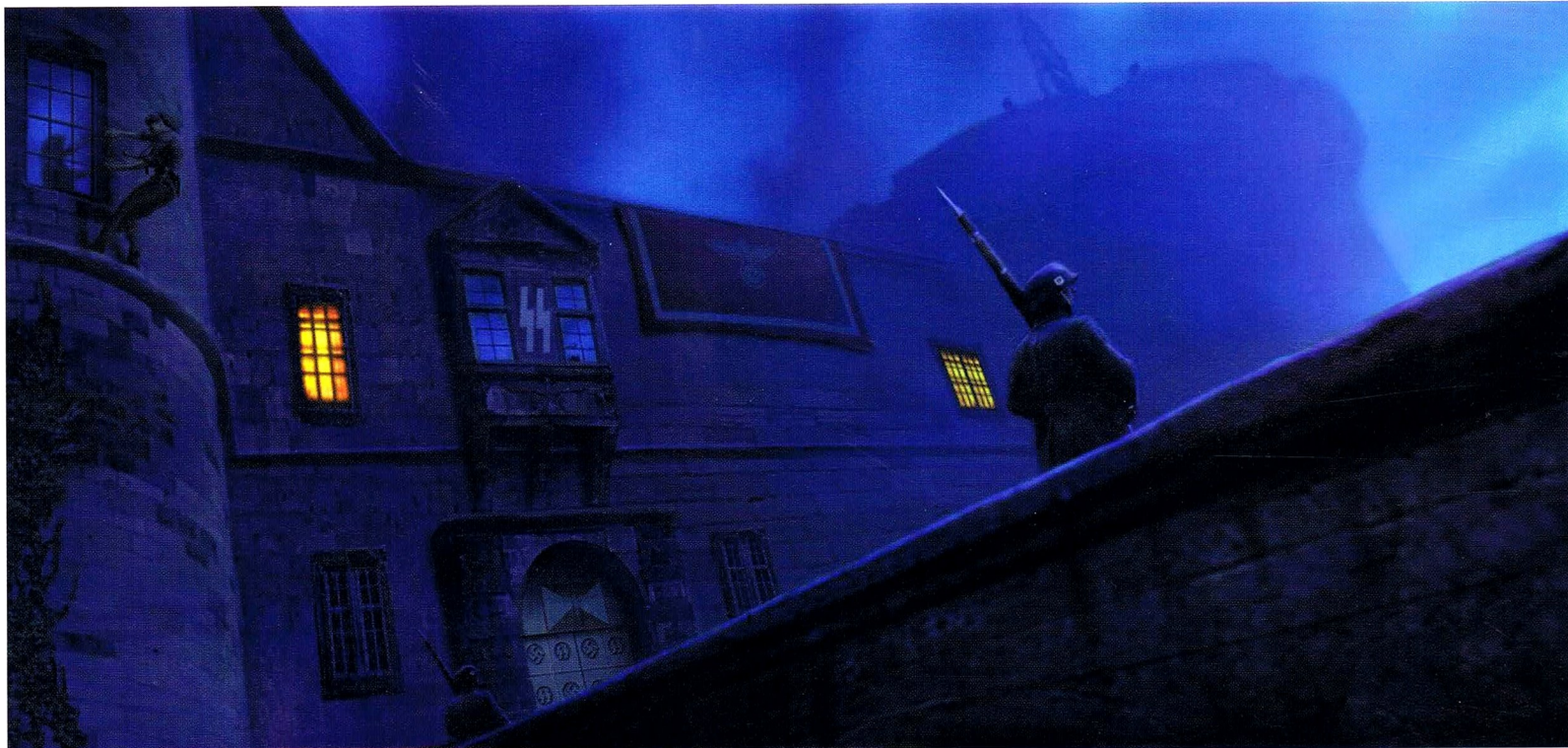
runs off, shoot the sniper firing at him then hit the guy on the right (he lies in wait, ready to hit you in the back).

Before going down the steps, enter the room your friend cleared out and pick up the health pack, then after you come up onto the next street, kill the sniper opposite. For the barricade on the left, blaze bullets at the guard handling the heavy machine gun as it

will cut him to ribbons in no time, then kill the others that arrive to take over.

The second barricade is on the left, just follow the street around. The next part of the town can only be accessed by crawling through a gap opposite the barricade on the corner (there's a field surgeon pack here too). As you emerge, a motorcycle and sidecar combo will leap out, so hit that on the return and

then run inside the house to shoot at the guy at the gun emplacement. In the square defeat the next pair of mobilised Nazis then eliminate the rooftop snipers before crawling through some junk and heading up inside the building on the left to avoid the barricades. Crawl through the gap around the corner and fight on to victory by destroying any more barricades and locating the map.



## LEVEL 23

Some advice for this level would be to pack a couple of first aid kits! As you wander around, move cautiously to avoid any unwanted surprises and check out the few buildings nearby for items. At times you'll be confronted by groups of soldiers making kamikaze-style runs towards you and it's at these times you want to do away with the slower weapons and let them have it with rapid fire. Or, to impress anyone watching, pull out a petrol

bomb and, aiming high, throw it into the pack and watch them scatter (be careful though as on rare occasions one of the fiends catches the bottle and throws it back at you!)

Move swiftly through each area and complete each mission in turn (sometimes without even knowing it!) until you get near the end. With Nazis swarming everywhere you can either make a dash for freedom or hang back and clear a path to the exit.

## LEVEL 24

One of your biggest challenges yet. You're desperately needed by the growing resistance to finish off what's left of the Nazi occupation by eliminating all who continue to stand loyal to the German war machine. Switch to a nice fast-firing gun and take your time going through the level, slowly strafing against walls to slide the hiding soldiers into view. If you can get your hands on any better weapons then do so, especially if you're about

to enter a dangerous area. Snipers and men taking up dangerous positions will be a worry, but as long as you stay ready and get back behind cover you should be fine.

When the Germans pull out the big guns, use whatever cover is available and blast away until their forces are no more. There will be more soldiers attempting death-runs at you, so move sideways and fire once they stop. Pummel each guard with lead until they drop, or else you'll find they get back up and hit you for six. Above all make use of the health packs.



# Spyro 2: Gateway to Glimmer

⊗ AS COLOURFUL AS A RAINBOW AND JUST AS LIKELY TO HAVE A BIG POT OF GOLD AT THE END OF IT, *SPYRO 2* IS PURE PURPLE EYE-CANDY WITH GEMS, DIAMONDS, ORBS AND TALISMANS ALL WAITING TO BE DISCOVERED. OH, WATCH OUT FOR RAGING RIPTO!

⊗ **L**ike a puppy, a dragon is for life, not just for Christmas. Bring home a copy of *Spyro 2* and you can be sure, as dragon eggs is dragon eggs, that the little chap with the flaming breath will still be scouring the caves and tunnels well into the next year, for beneath that purple exterior beats the cruel heart of a fiendish adventure. Twenty enormous levels of hidden orbs, rapid races and secret sub-games await in the purple haze of Avalar and each one is rammed full of scary living statues, tricky talismans and the raging Ripto himself. So read on for the definitive guide on how to charge, glide and flame your way from the Summer Forest all the way to the rollercoaster filled thrills of Dragon Shores itself.

**OFFICIAL SOLUTION!**

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**PlayStation**  
Magazine  
**VERDICT**

■ OVERALL

"*Spyro 2* is so accomplished in every single area, that it's impossible to think of anything that could make it better... except *Spyro 3*, of course. As brilliantly balanced as it is sweetly pretty. Close to perfection."

**10**  
OUT OF 10





## GLIMMER

### DIFFICULT GEMS

Run though the Superfly Powerup and then fly around to the high ledge on the other side of the Gem Lamp. You can collect a whole load of gems here that were previously unobtainable.

### TALISMAN – MAGIC PICK

Twitchy the Gemcutter gives you the

Magic Pick Talisman for clearing those naughty lizards from the caves. Get to it!

### ORB [1]

You need to fly through the Superfly Powerup here and then quickly light all the lamps. But there's no need to worry here, as this task is no hassle whatsoever. Easy peasy!

### ORB [2]

You'll find Bounsa the Gemcutter in the cave near the Superfly Powerup. Accept his challenge and hit the six lizards with rocks. This is simplicity itself.

### ORB [3]

After you've gained some Alpine skills and learnt how to climb in Autumn

Plain, come straight back to this first level. Go back to the room where you previously opened the bridge and climb up the ladder on the right-hand side. Once you're up there you will discover the remaining gems and a Superfly Powerup. Fly through this Powerup and then light the following six lamps to get hold of the Orb.

### DIFFICULT GEMS



## SUMMER FOREST

### DIFFICULT GEMS

Dive into the pond in the first area and collect the 30, or so, gems here.

### ORB [4]

In the main room of the level (where

you learn how to swim) jump up three small steps to find Hunter waiting for you. He'll give you a tutorial on how to jump long distances and then, after a few practical demonstrations, he'll reward you with an Orb.

### ORB [5]

Once you've got the ability to climb, go back to Elora and climb up the wall next to her. Walk around the ledge and you'll come to the Orb.

### ORB [6]

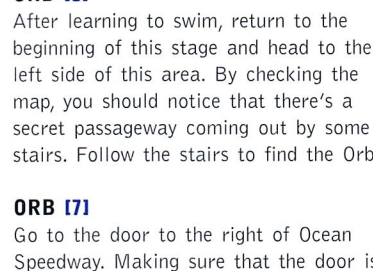
After learning to swim, return to the beginning of this stage and head to the left side of this area. By checking the map, you should notice that there's a secret passageway coming out by some stairs. Follow the stairs to find the Orb.

### ORB [7]

Go to the door to the right of Ocean Speedway. Making sure that the door is

closed go out on the ledge of the window next to it. Jump left and gracefully glide along the ledge until you reach the next window. Through the window is a door to a secret room, wherein lays the the final Orb.

### DIFFICULT GEMS





## IDOL SPRINGS

### DIFFICULT GEMS



8



### DIFFICULT GEMS

After rescuing Stella the Hulagirl, go back up and follow the platforms, collecting all the gems along the way. At the end you'll find a rocket. Perform a flame attack on this and it'll launch and fly down to explode on a platform near the start of the level. Jump off and glide down, around the huge stone head, and you'll find an extra ledge with around 20 extra gems.

### TALISMAN – JADE IDOL

Work your way through the level and sooner or later you'll eventually come to a cavern where you'll find the Workman. Be polite and have a quick chinwag with the chap, and he'll thank you for your help by presenting you with the next Talisman.

### TALISMAN – JADE IDOL



### ORB [8]

After receiving the Jade Idol Talisman, head left and up across the platforms. Drop down into the next clearing and talk to Hulagirl Stella. Then go through the Speed Powerup and knock through all six platforms holding Hulagirls. Foreman Bud needs you to solve following three puzzles to get the Orb.



- 1) The first puzzle's pretty easy. Just change all the blocks to yellow. Though, remember one thing. When you jump onto one block you change its colour and the colour of all the other blocks that immediately surround it, too.
- 2) Just flame the fish here to knock them into the Idol's mouth. Blue and yellow ones are good, but red ones are bad. Remember not to knock these ones into the Idol's mouth as they give him tummy trouble and will make him throw up any fish already fed to him.
- 3) Make your way to the large Idol head and the Crystal Maze-style symbols on the floor. The name of the game here is to jump on them in the following order: blue square, blue triangle, grey triangle, orange star, orange octagonal, green octagonal.

**"Just flame the fish here to knock them into the Idol's mouth."**

## OCEAN SPEEDWAY

9



Start with the rings (you're flying straight towards them at the start) and continue until you've got all eight. You'll win an extra second for each one you fly through.

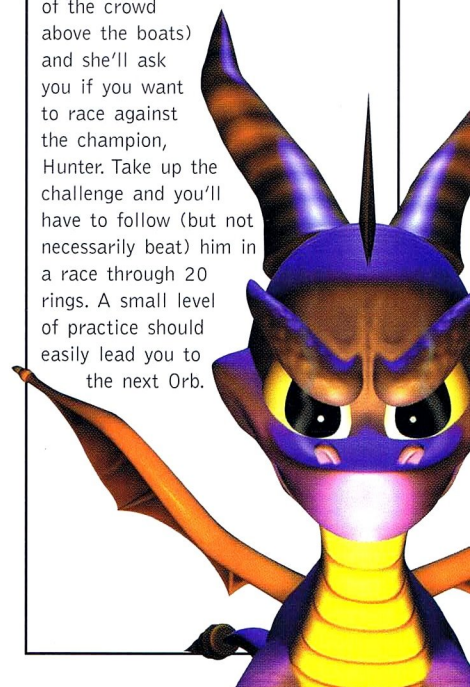
Now land on the road (you will appear right by it after flying through the eighth ring) and run straight towards the cars. You get two seconds extra for each one.

Get all eight rings and you'll be in the perfect position for the boats, which move in a figure-of-eight pattern. As with the cars, move in the opposite direction (following the same pattern) to destroy them quickly. You'll be rewarded with a three second bonus for each one.

Finally, just fly through the arches and the bonus is yours. Simple.

### ORB [9]

Now find Queen Finny (in the middle of the crowd above the boats) and she'll ask you if you want to race against the champion, Hunter. Take up the challenge and you'll have to follow (but not necessarily beat) him in a race through 20 rings. A small level of practice should easily lead you to the next Orb.





## AQUARIA TOWERS

### DIFFICULT GEMS

Just to the right of the second guard is a small underwater section containing two crabs and tons of gems. Keep your eyes peeled as it's easy to miss.

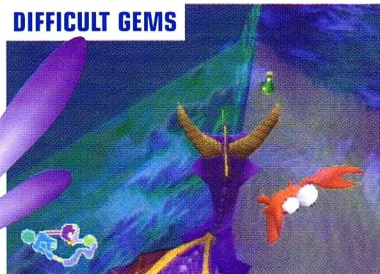
### TALISMAN – ENCHANTED SHELL

Willfully wipe out all the blokes with

the shock sticks, then flick the switches next to them to release the water. Doing so will save the seahorses and your friends will reward you accordingly by giving you a shell for your troubles.



### DIFFICULT GEMS



### TALISMAN – ENCHANTED SHELL



## SUNNY BEACH

### DIFFICULT GEMS

This is pretty straightforward. You'll need the climbing ability to reach the last batch though, so don't forget to come back for them later.

### TALISMAN – TURTLE MEDALLION

Simply shepherd the baby turtles from the start of the level to its end. This is simple because you get the large tortoise to do all the work for you. Flame his hind-quarters to guide him towards the marker in the ground that opens the doors and let the babies through. When they're all through, torch the tortoise again to make him carry on to the next point.

### ORB [10]

There are seven turtle boxes to smash here, so start the job after collecting the Superfire Breath. Three boxes might cause you a little trouble, though. Two because they're so far away from the Superfire point and you really have to run to reach them before the Breath runs out. The last one, however, involves going back a couple of screens and gliding to a round platform with a gem-holding crate on it. Smash the crate with the Superfire Breath and

then jump and fire at the crate to destroy it. Easy if you know how.

### ORB [11]

This one's nice and simple. After rescuing all the baby turtles look to the right you'll see a small island with a ladder going up from it. Glide over to it and speak to the turtle on the other side. Climb up the ladder for the next series of challenges and Orbs. To rescue the baby turtles, you

not only have to keep them out of the pot, but you'll also have to flame them in the direction of the pond. This is pretty easy with three, but after you complete it there's a harder challenge for the next Orb. Surprise, surprise.

### ORB [12]

There are two Orbs up for grabs here. Though the second one takes bags of effort as the turtles are coming thick and fast. At the start, leg it over to the right and quickly flame this turtle into the pond. Now race back and flame the next two in that direction. If you're quick, you'll manage to keep on top of the constant flow of babies.



### DIFFICULT GEMS

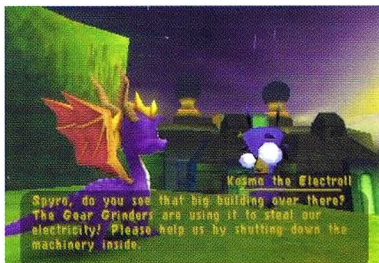


### TALISMAN – TURTLE MEDALLION





## HURRICOS



### DIFFICULT GEMS



### TALISMAN – GEAR OF POWER



### DIFFICULT GEMS

Remember to keep looking around the back sides of the large machines as the normally give up a few gems.

### TALISMAN – GEAR OF POWER

Deactivate all the electric barriers by finding the electrodes that are sitting nearby and taking them to the right place. You'll see an indentation on one side of the fence for the electrode to go in. Just face that space and get close for the electrode to leap in.

### ORB [13]

Go through the third electric door and over to the right. Jump up the two small round platforms and over to the entrance in the cliff-face. Now find the electrician and he'll give you the next challenge. Replace the stones in between the two prongs on the sides of the power generators and the thieves appear to steal them back. You hear a warning sound first, so get ready. Flame all 10, then replace all the lightning stones and the Orb's yours.

### ORB [14]

One of the windmills, that you destroy through the Powerup, has a set of

steps behind it. Climb up these and glide over the fans, which is a pretty tough task itself. Then you'll need to nip over a few more of the small platforms to get yourself the second Orb.

### ORB [15]

The last Orb is much harder to collect. Get across to the fans where you should go for a couple of long jumps. When you get to the moving platforms, watch the pattern that they move in until you feel confident enough to take a few long jumps. As soon as the nearest one to you goes in, jump across and keep going all the way until you reach the other side. Turn off the machine and you'll be given the Orb.



## CRUSH'S DUNGEON



Time for a boss man. Crush walks towards the coloured tiles and then fires either an electric wall (blue tiles, which you'll need to jump over) or a laser (red tiles, run either left or right to avoid them). Flame him when he's walking between the tiles, which means that you've got to be quite close to him when he's attacking, or you'll never reach him before he gets to the next tile. After four attacks he'll start to chase you around the arena. Keep a distance, but don't get too far away from him. He'll attack you with his club and, once again, the rocks will fall on him and strip him of another health point. Win and you're off to Autumn Plains.

**"You've got to be quite close to Crush when he's attacking or you'll never reach him."**



## AUTUMN PLAINS

### DIFFICULT GEMS

There are a couple of yellow gems to be had, placed up above the entrance to Breeze Harbour on the castle wall. To actually get hold of them, though, you will need to get onto the wall from the other side. Taking the whirlwind up and then leaping across from it to the wall should do the trick. Once you are

up there you'll just have to walk all the way around to reach the gems. There's also a secret area along from Shady Oasis, just before you reach the stairs that go down. When you get here, smash your way through the section of wall that looks a bit older than the rest, you can then take the lift up to loads of gems. Head up in the

next lift, then glide your way across to the highest point of the level and you'll find a stack load of gems. You're also on the right track here for the Orb.

### ORB [16]

When you get up to the highest point of this level (we're talking about the roof-top here) look directly south and

you'll spot that there's a lone platform rising from the ground just outside the castle wall. If you run into serious problems finding this, then take a look at the screenshot below. From this point, you'll be able to easily glide across to the platform, once you're there, set about collecting the 75 gems and then grab yourself an Orb.

### DIFFICULT GEMS



### 16



## BREEZE HARBOUR

### DIFFICULT GEMS

At the card ride challenge's start point, there's a box of gems waiting for you. Shoot the box with your cannon and then pick up the gems after you've completed this mini-game.

### TALISMAN - GLASS ANCHOR

Light all the fires underneath the boilers to collect the Glass Anchor Talisman. The only ones that should prove difficult to spot are the last two because they are aboard the ship. But now you know where they are, they won't be hard to find, will they?

### ORB [17]

This is a great one. Find all the cannons, jump on them and shoot down the silver mines. You can also destroy other enemies and silver gem boxes too.

### ORB [18]

After you've killed all the enemies on, and around, the boat, it's time to come ashore and head for the cave in the rocks in front of you. Use the Spring

Powerup to get up to the higher level and, after accepting the challenge offered, jump on the cart. It's fairly easy to roll the cart, but there are a couple of things that will definitely help you on your merry way...

1) When swapping lanes between the boxes, try to leave it as late as possible before

### DIFFICULT GEMS



### 17

### TALISMAN - GLASS ANCHOR



### 18



changing because you're likely to clip the edge of the box that you're passing.

2) Don't be in too much of a hurry to shoot the lane switches. If you fire the cannon too soon, you're bound to miss it. Unless, of course, you're Spiro the sharpshooter, which you're probably not.



## SKELOS BADLANDS

### DIFFICULT GEMS



19



20



### DIFFICULT GEMS

It's worth knowing that destroying the pot with the question mark on it, reveals the location of the next one to you. Destroy a chain of four to get another glowing batch of gems.

### TALISMAN - ANCIENT BONE

If you can make it through the Badlands, slaughtering enemies-a-plenty with fireballs as you go (there are 16 fireballs in total). Then you'll be given the Talisman at the end.

### ORB [19]

Go left from your starting position and, just before you get to the large dinosaur skull, you'll notice that there's a bridge above you with a caveman standing guard. You can get to him by jumping around the dinosaur spine. Once there, chew the fat with him and he'll raise the bridge for you. Then hurry over and save all of the villagers from the just-hatched dinosaurs. You'll have to be really quick though, and there's a pattern to the hatching. Listen out for the sound of the eggs hatching. This isn't too easy, but you'll manage with a little bit of practice, and it really helps.

21



### ORB [20]

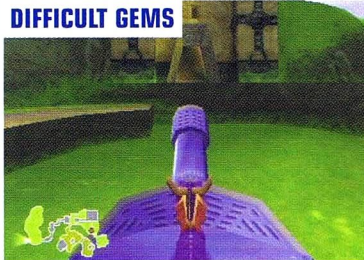
This is another stage that provides you with a couple of challenges at the same location. To collect this second Orb repeat what you did previously. It's worth bearing in mind that saving the villagers from those pesky dinos is a little more tricky this time. There are twice as many of the critters, and they're hatching a lot quicker too.

### ORB [21]

To get this Orb you'll have to find and retrieve the eight bones that are left scattered around the level - you will pick up most of them on your travels around the stage. When you have gained the ability to walk on the lava, you'll need to run back down the tunnel to claim the one that you would've originally left behind.

## ZEPHYR

### DIFFICULT GEMS



### TALISMAN-RUBY BOMB



22



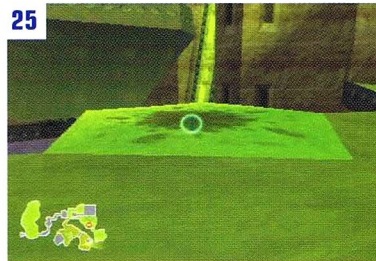
23



24



25



### DIFFICULT GEMS

When you first get to use the cannon, don't just blast the bird, take a good look at the world around you. There's a silver gem box to your left and, by continuing your perusal, you'll spot a red balloon. Shoot this for some more gems, then turn right around to face the small door opposite you. Shoot this out for a secret room and yet more gems for your collection.

### TALISMAN - RUBY BOMB

Get to the top of the building near the Cowlek's pen and blow up the sentry point. Simply head along from there to get the bomb Talisman.

### ORB [22]

Herd up the Cowlecks. The first three are easy enough, but the last two are a bit more tricky. Once you've found them, go up a level, through the Superflame Powerup and hit 'em with that to give them the boost they need to reach the platform above.

### ORB [23]

Think it's all over? Not quite, matey. There are two more Cowlecks to find and these are much harder. Head off

to the area where Juliette is kept to find both of them. Once found, getting them back's pretty simple.

### ORB [24]

Finding the professor isn't too easy. First talk to the soldier underneath Juliette, then go around the corner to speak to the professor the first time. Build up the plants (see below for how to do this) until you reach the ledge along the side of the wall. If you now follow this around you'll get the final two seeds and an Orb.

### ORB [25]

It's easy enough to plant the seeds and move along, until you get to the second professor and the last planting point. You'll have two seeds and a nasty couple of platforms left. After the prof gives you the seeds, take one, jump across the planting point and over to the other side. Drop the seed anywhere around here and return for the second one. Go back across, past where you dropped the first seed, around and then up. Now plant the seed on the spot you've just jumped over. Go back and get the other seed and jump over towards Juliette's cage.



26



■ You're facing the pigeons, so you may as well do them first. Clear all eight of our feathered friends.

■ Now go for the jumpers. You can take out quite a few while knocking out the pigeons if you like.

■ Go to the left of the three platforms with the jumpers on and you'll be perfectly placed to start going through the arches. When you eventually get through the eighth one, you will need to cut right back on yourself.

■ Now you're ready for the slow signs. If you're running out of time, or you're exceptionally good at this game, you might want to try getting them all in one run. It can be done and, if you manage to pull it off in company, you can then bask in radiant glory and gloat in front of your mates.

#### ORB [26]

This is a hard one to find. Just to the right of the third pigeon is a waterfall. Fly through this to find the mayor and the next secret Orb challenge. Keeping up with Hunter is pretty easy and, again, you don't have to hit the money dead on to collect it. This challenge comes with a five star difficulty rating, but you should be able to do after a few goes.

## CRYSTAL GLACIER

### DIFFICULT GEMS

It's not hard to get the 400 gems here. Remember to keep an eye out for these bone-framed tents because you can usually find a few gems hiding around the sides of these.

### TALISMAN - ICE CRYSTAL

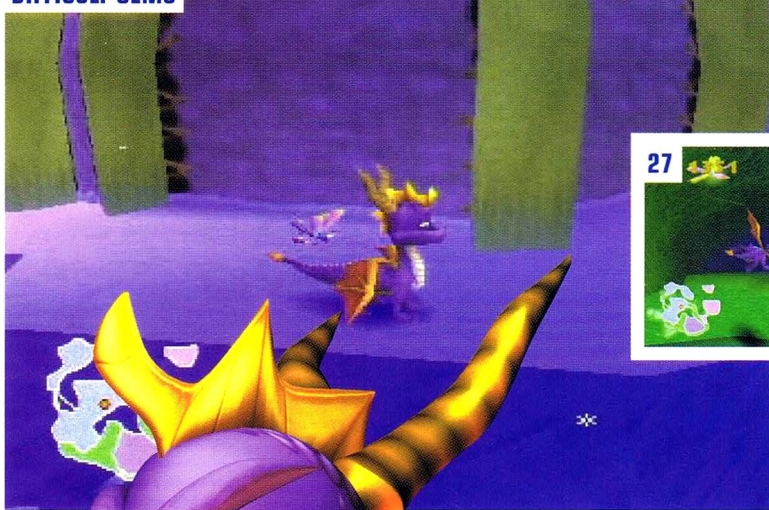
Speak to the first Icebuilder (after you've defrosted him with a flame attack) and he'll tell you to rescue the Icebuilder leader. Free all the Icebuilders along the way and, after you've rescued the last one, he'll go and free the chief with a giant snowball. You'll then get the crystal.

### ORB [27]

Kill 15 enemies to get the flying ability, then find the next gem challenge by dropping down to the right of the bridge that's raised by Moneybags. You need to kill all the Draclets, which isn't that easy because they have a nasty habit of re-

**"It's not hard to get the 400 gems, but watch out for the bone tents."**

### DIFFICULT GEMS



### TALISMAN - ICE CRYSTAL



## ICY SPEEDWAY

■ First things first. Hit the hang-gliders by going in the opposite direction to them, then swoop down and clear up the snowmobiles. One down, three to go.

■ Down to the left of your starting point, you'll come across the serpents. Hit the first one and then follow their natural path to clear them all up.

■ The arches are next and, once again, they're actually quite easy. You always see the next arch in the chain when you smash through the one before.

■ The skaters come last, but you should have been able to pick some of them off when you were going after the serpents. If you have been good and followed our advice correctly up to this



METRO SPEEDWAY



# FRACTURE HILLS

## DIFFICULT GEMS

Go through the Whirl Powerup and follow the path all the way around until you get to the building that you'll need to smash through for the Orb. Go off to the left, then head up and over towards the lava lakes.

## TALISMAN - BRONZE FLUTE


Getting the Bronze Flute is not the hardest thing you will ever have to do. Free the 'stoned' Satyrs and they'll play their music and, by doing so, break down a piece of the rock surrounding the temple. Clear the lot,

enter the temple and the Faun will then give you the Flute Talisman.

## ORB [30]

When you first go into the section in the top left-hand corner of the map, head just around the corner to the right to find Hunter. He needs the Alchemist (who you'll find in the next alcove along) but you need to protect his path through the Earthshakers to get to Hunter. Headbang the Earthshakers to stun them and keep an eye on the Alchemist's path.

## ORB [31]

You have to free the girl from the building but the door won't open. First you have to kill 14 enemies (12 trees and bushes and two Earthshakers - knock them into the lava) to open the Swirl Powerup. Go through, keep  pressed, and jump up the ledges. Follow the path and, eventually, you'll get to the building. Jump up and you can smash through the door.

## TALISMAN - BRONZE FLUTE



point, then you should find that you have quite a few seconds left at this point. So it's well worth taking your time here to carefully round off this last challenge in style.

## ORB [29]

You will see an igloo near your starting position. Smash into this to destroy and release Hunter. He'll ask

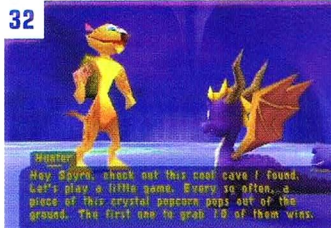
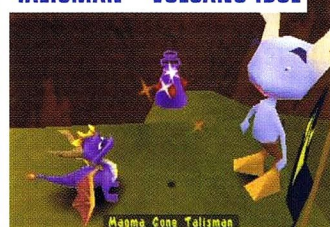
you if you're up for a paragliding challenge and it's off for the next Orb. This paragliding sub-game's pretty easy when you know the positions of the rings. So have a few goes and get some practice in. You don't need to worry about getting into the centre of each one because simply hitting the edge still counts. But you will need to know this for some of them.



## DIFFICULT GEMS



## TALISMAN - VOLCANO IDOL



## DIFFICULT GEMS

If you jump from here (see screenshot) and glide across to the ledge on the side of this building, you can reach the ladder and climb on up and into the building. You'll find tons of gems here and a path that leads to two Orbs.

challenge you to a game where you have to collect 10 crystals before he does. The crystals leap out of the ground in random places, but if you follow the trails of steam you can roughly predict where they're going to pop up from. Which definitely helps.

## ORB [33]

This is basically the same challenge as before. However, this time Hunter will up the number of crystals you need to get to 15 and he's much faster.

## ORB [34]

After collecting the Talisman, turn around and glide to the ledge with the Faun and Powerup on it. Accept the challenge and go through the Powerup to start flying. The secret here is knowing that you need to collect the fireballs that are hovering around the sides of the volcano, for use as ammunition against the lava monsters. Fly through each one to collect it and then, one at a time, fire it at the nearest monster. Don't try to get all 12 in one run, and it will probably take three or four passes to get them all. Just go back to the ledge and fly through the Powerup to recharge.

## TALISMAN - VOLCANO IDOL

Get into the volcano and, after jumping around the bottom of it to collect the spare gems, start climbing the ladders on the outside. It's not too difficult to get up to the top, just remember to move as close to the edge of the ladder as possible before jumping to the next one. When you get to the two long ladders, simply jump between them to avoid fireball's that are being dropped on you.

## ORB [32]

From the point mentioned at the start of 'Difficult Gems', drop down and run into the cave to meet Hunter. He'll

MAGMA CONE



## SCORCH

### DIFFICULT GEMS

Raise the third flag and head for the bridge, but don't cross it. Look down and you'll see a ledge (see screenshot). Drop down, collect all the gems and then go up on the left for an extra special secret area full of gems. There's also a silver gem box on a platform near the second flag. When you're after Orb 36, get the Super Flame and torch the box to collect the last gems.

### DIFFICULT GEMS



### TALISMAN – EMERALD SCARAB

This Orb is a sinch to get. There are three flags to raise, by flaming or bashing the switch next to the flag pole. When you're done, the drawbridge is lowered. Go through the castle to meet Greta who gives you the Talisman.

### ORB [35]

This is another easy one. When you first get into the main area (after

raising the first flag), head up the stairs to the left to meet Hunter. Help him catch the monkeys by hitting the trees and knocking the monkeys into his barrel. Just make sure that you know which tree Hunter's going to next, and try not to miss it, eh?

### ORB [36]

This is much harder. Someone is stealing the flags you've raised so, after

finding Handel, run through the Super Flame Powerup and continue on to each flag pole. Shoot down the flag thief and follow him to Handel where the flag will be returned to you. The last two flags are the most difficult, because you have further to go.

However, if you run all the way there and hit him first time, you'll have enough time. By the way, jumping to avoid the bombs worked quite well too.

### TALISMAN – EMERALD SCARAB



### DIFFICULT GEMS

Don't forget that it doesn't end after rescuing the eight hippos from the lava (the Orb challenge below). There are still two more jars on the other side of the lava that will need a good smashing.

### TALISMAN – MYSTIC LAMP

Guide Shorty the Hippo to the great berry bush and you'll get the Mystic Lamp. This one sounds easy, and you'll be pleased to hear the news that it really is. The only bush that is likely to give you any problems is the last one – number four. Go back to the previous room and pick up the green lava ball here. Now go back and fire it at the tree to drop the berries.

### ORB [37]

Just after taking Shorty to the berry bush you'll discover your first Orb challenge. There are three lamps to recover from some pesky little thieves, and getting them back is no easy task. However, to help your rather large problem, it's worth knowing that the thieves all follow a set route. Tactics are needed here and learning

their path will mean that you'll soon catch them. To find them, study the still frames at the start of the challenge, and you can always take another look at them if you're not sure where they are.

### ORB [38]

Drop down to the left of the berry bush where you'll find a Shield Powerup and the next challenge. This one doesn't pose too much of a problem, as all you have to do is headbash the hippos to freedom from the rock. You don't even have to be that close to them, which is probably a good thing. So it's time to toughen up your bounce and get bashing.



## GULP'S OVERLOOK



Gulp's not as difficult a boss as Crush, as the Pterodactyls drop the goods needed to defeat him. There's always two flying around at any one time and their scream will let you know when an egg's on its way. When they drop an egg, it breaks revealing one of the following: a rocket (swallow it and fire it at Gulp), chicken (catch it for food), a mine (just dash into it to knock it at Gulp) or a bomb (flame it to light it and knock it towards Gulp). Try to get all the mines if possible.



## WINTER TUNDRA



### DIFFICULT GEMS

After gaining the headbash skill from Moneybags, make the silver gem box with the target on it your first port of call. There are still a few more gems hidden around here, so be sure to increase your bounty by headbashing all of the small rocks, dotted over the level, as you go on your travels.

#### ORB [40]

Have you spotted that large rock near the portal to Mystic Marsh? Well, what are you waiting for then? Smash it up for to get the next Orb.

#### ORB [41]

Go through the newly headbashed door and you'll find a lift on your left. Take it up, but instead of riding all the way to the top of the castle, go off to the left and land on the narrow wall around the edge. There's a bunch of gems here and another Orb as well.

#### ORB [42]

To get this one you'll need to use the lift again. However, this time glide over to the right and drop down just in front of the waterfall. Then, if you dive down and follow the tunnels around, you'll find the final Orb for this stage right in front of you.

### DIFFICULT GEMS



## CANYON SPEEDWAY

43



■ It probably won't surprise you to learn that, because you're facing them from the off, you should start this level by going for the rams. They're pretty simple to hunt down and be sure to get all eight.

■ When you've nabbed the eighth ram, you're ready for the rings. Even though you've got red hot lava down below, the trick here is not to fly too high. If you do, then you're bound to miss a ring or two on the way.

■ When you've got the last ring, jump on to the bike track. Continue in the same direction as the bikes, smacking them off the track as you go. This should give you great pleasure and leave you with about 20 seconds for the final challenge.

■ The vultures aren't too difficult but, as with the challenges before, it's wise to fly in the opposite direction to the the vultures do to get them.

#### ORB [43]

After collecting the gems, go back for this secret Orb challenge. Follow the bike track around until you reach the large area where the vultures are. Look around the top of this and you'll spot an alcove with Hunter in it. It's a bit tricky, but he's definitely there. This latest challenge involves flying around in a plane controlled by Hunter, and shooting down targets with a machine gun. There's no help needed here, though, because you'll probably be able to complete it (and win another Orb) on your first ever go.

**"Smash up the rock to collect the next Orb."**



## MYSTIC MARSH

### DIFFICULT GEMS



### DIFFICULT GEMS

Make sure you visit all of the pools. They usually link two important places together and most of them are crammed full of the finest gems.

#### ORB [44]

This has to be one of the easiest Orbs to get in the whole game. Collect 20 kills and head for the Spring Powerup (right near the start of the level) and bounce up to the level above. From here, walk straight up to the man in front of you. You'll automatically wake him up and he'll give you an Orb as long as you don't tell anyone he was sleeping on the job. As if you would.

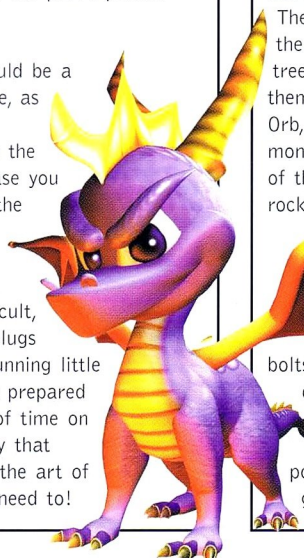
#### ORB [45]

Hmm, this is not nice at all. Go across the river and into the house with the lift. Take it up and drop behind this house to find another lift with the professor in it. Getting his pencil (the challenge) isn't quite as easy as it seems. First, take the egg to the higher platform (use the Spring Powerup) and find the tree with a bird's nest in it. Stand on the log next to the tree and jump and lob the egg

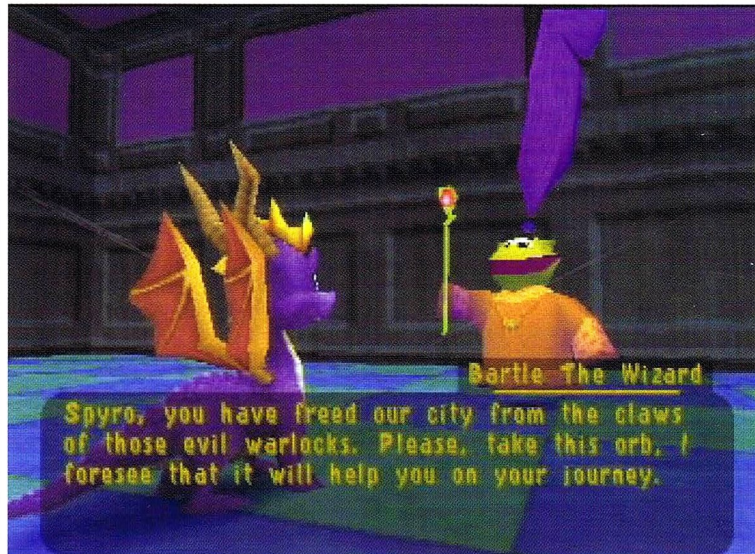
into the nest. You'll be given a seed for your troubles. Just down from the tree is a plant pot. Plant the seed here and you'll get a duck. Take the duck to its mother at the far end of the river, take the turnip she gives you and put it in the cauldron in the cave above the plant. You're nearly there. The cauldron will spit out a coin. Drop this in the fountain and, lo and behold, you'll get the prof's pencil.

#### ORB [46]

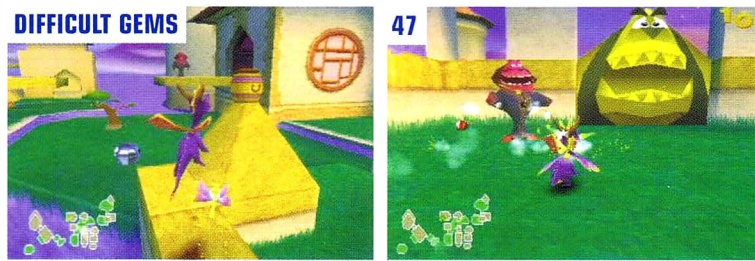
By now, this should be a familiar challenge, as it's time to play chase and smash the enemy. In this case you need to recover the spark plugs for the explorer's jeep. Finding the thieves isn't difficult, but getting the plugs back from the cunning little so-and-sos is. Be prepared to spend plenty of time on this one and pray that you've mastered the art of running – you'll need to!



## CLOUD TEMPLES



### DIFFICULT GEMS



48



### DIFFICULT GEMS

There are two barrels on spikes at the entrance to Agent Zero's first tree. Whatever you do, don't mistake them for decoration. After the last Orb, use Superfreeze to freeze one monster below the platform to the left of the third bell. Jump up, light the rocket and destroy a silver gem box.

#### ORB [47]

Bartle the Wizard needs help to defeat the warlock four times. He fires electro bolts quickly and accurately, but can dodge them if you keep on the move you. Help the wizard four times and he'll open up the portal back to Winter Tundra and give you the Orb, to boot.

47



49



#### ORB [48]

Stealthily, follow Agent Zero to his hideaway undetected. He turns around twice, but don't worry, there are some trees about for you to hide behind. When you get to the large platform with two trees he'll go for the right one, so nip behind it to avoid being spotted. Now run to the other one and, if you remain undetected, the hideout entrance will open.

#### ORB [49]

After destroying 21 enemies, go through the Superfreeze Powerup on the far right. Freeze the bugs with your icy powers and leap on top of them to gain access to the three bells. This is easy, but it relies on you being be as quick as you possibly can.



## ROBOTICA FARMS

### DIFFICULT GEMS



### DIFFICULT GEMS

There's another question marked gem container on this stage, which releases tons of gems after hitting it four times. It starts near the beginning of the Orb 52 challenge and then, in the next three locations, it scurries away to the left and ends up right near the start of the level. Don't worry if it sounds tricky, you'll find a clue to its location.

### ORB [50]

You'll find a robot farmer sitting on a large platform, just in front of the big



lifts. Speak to him and jump across the water to start flaming the birds from atop the scarecrows. They move pretty quickly, so you will need to run between the scarecrows, on to the mounds and then leap and glide off the top of them. Remember to start flaming as soon as you get anywhere near a bird, with the inevitable conclusion of a Spiro fried meal – although it may be a bit crispy. You've got to do roughly three laps of the circuit to get all the birds here, as they have a nasty habit of multiplying.



### ORB [51]

Clear all the flying bugs on your way around to Farmer John, light the bug light and he'll give you an Orb. Killing the bugs is easy as there's always a yellow rock nearby to fire at them. However, when you're aiming at the bugs you're a sitting duck, so you may just want to jump up and flame them.

### ORB [52]

After speaking to Farmer John, glide over to the left for the this level's final Orb challenge. This is one of the



toughest in the entire game, as you have to tear around the narrow track, smashing through the giant boulders so that the tractor can negotiate its way through. It really is incredibly hard to stay on the track throughout this, and you're certain to spend a considerable amount of time working out the easiest routeway. One tip that will certainly help you out is remember to avoid using the analogue pad here and stick to the normal digital pad. This way, you will find it a hell of a lot easier to take the tighter corners at speed.

## METROPOLIS

### DIFFICULT GEMS

There's a silver gem box just down from the first Orb's. Though you'll need the Fire Powerup (which is at the very top of the stage) to get it. Get it and race back to the box. Torch it quickly and the gems are yours for keepsies.

### ORB [53]

At the room with the three pig bombs in it, climb up the stairs to the left and jump across to the stairs on the far wall. Climb up and run along and you're ready for the challenge. Avoiding the bombs that the ox lobs at you is quite simple, but flaming 'em back to him is harder. Keep skating around in small circles near the rink's centre and most of the bombs will be in reach.

### ORB [54]

Work your way to the top of the level killing off all the animals on the way. This sounds cruel but, that's life, as they say. Anyway, you'll pick up the Orb and get the gateway to go back to Winter Tundra, which should counter any pangs of conscience you may have.

### ORB [55]

Fly through the Powerup, next to the exit gateway, and then shoot down



three spaceships. Watch out though, because they're firing back at you. But it's still not too hard, all the same.

### ORB [56]

The last Orb's not much tougher, really. It's the same challenge as the last one, except this time there are five ships to shoot down instead of three.



## RIPTOS REVENGE

You'd expect the final boss to be tough and, well, he isn't. The object here is to collect the Orbs that fall into the arena and, when you've got all three, you'll have a Powerup – albeit for a dramatically reduced time limit. Get red Orbs and you've got a Fireball attack, green gives you an Ice attack and blue yields a Superdash charge. It's worth noting that you can only damage Ripto with a special attack. He comes in three incarnations. The first one's simple enough, as it's just him. Number two brings back Gulp and the pair of them attack you. Not surprisingly, this is a bit harder. The third one takes to the skies for the final time and is an incredibly easy final boss. To qualify for Dragon Shores you'll need at least 55 Orbs, so how well did you do? We've numbered the Orbs 1 to 56 in the guide, so you could take your pick of these, or there are an extra three mentioned in the text!



# OFFICIAL UK PlayStation® *Tips*



## READY 2 RUMBLE

POWERLINE 02333

To access the cheat codes, select Championship Mode from the main menu and opt for a New Game. Now enter the cheat code you require.

### TO GET BRONZE CLASS BOXERS:

Enter the following letters: B, R, O, N, Z, E. You'll now have access to Kemo Claw, Bruce Blade, Nat Daddy, and Damien Black in Championship Mode. You'll also have access to Kemo Claw in Arcade Mode.

### TO GET SILVER CLASS BOXERS:

Enter the following letters: S, I, L, V, E, R. You'll now have access to all the bronze boxers and Bruce Blade in Arcade Mode.

### TO GET GOLD CLASS BOXERS:

Enter the following letters: G, O, L, D. You will now be able to pummel away with all the bronze and silver boxers, and Nat Daddy in the Arcade Mode. Easy eh?

### TO GET CHAMP CLASS BOXERS:

Enter the following letters: C, H, A, M, P. You'll now have access to Kemo Claw, Bruce Blade, Nat Daddy and Damien Black in both Championship and Arcade Mode.



### TO CHANGE THE COLOUR OF YOUR TRUNKS:

Before you select your character in Arcade Mode, press the **□** and **○** buttons to select alternative costumes.

### RUNNING OUT OF STEAM?

Regain energy, by hitting **×** **□** **△** and **○** repeatedly when you get knocked down. This will also work while your opponent is down on the canvas.

### STILL HAVING TROUBLE?

Get infinite stamina by hitting your opponent while holding the **□** and **△** buttons.

## RIDGE RACER TYPE 4

POWERLINE 01706

### RACE A BIRD

To test your racing skills against a feathered adversary, when you reach the seventh track of the Grand Prix Mode, Heaven and Hell, press **←**, **→**, **→**, **→** during the countdown voiceover. When you begin the race you will see an eagle fly above your head. It flies the track from start to finish, and you can follow it, if you can keep up. This is easier said than done as it's very difficult to chase with a lap time between one minute 12 and one minute 13 seconds. Unfortunately, it doesn't appear on the replay, either!

### TEAM CUP RACES

Within *Ridge Racer Type 4* there are several cups to win. Each is different and requires you to race using all four teams and both drift and grip cars. To win you must be placed first in every race, but the number of re-tries does not effect the outcome. The only trophy in the entire game that does not require first place in each race is the following:

The Pac-Man Cup – received once you complete the Grand Prix Mode. The number of re-tries does not effect the result. If you run out of re-tries you have to switch off and reload a Grand Prix save to win the cup; you cannot simply reload a Grand Prix save without re-booting, as your PlayStation knows how many retries you've raced.

The Mappy Cup – win all races in Grand Prix Mode using the French Micro Mouse Mappy team, driving an Assuloto or Lizard drift car.

The Wagan Cup – win all races in Grand Prix Mode using the French Micro Mouse Mappy team, driving a Terrazi or Age Solo grip type car.

The Klonoa Cup – win all races in Grand Prix Mode using the Japanese Pac Racing Club team, driving an Assuloto or Lizard drift type car.

The Valkyrie Cup – win all races in Grand Prix Mode using the Japanese Pac Racing Club team, driving a Terrazi or Age Solo grip type car.

The Andore Genesis Cup – win all races in Grand Prix Mode using the Italian racing team Solvalou, driving an Assuloto or Lizard drift type car.

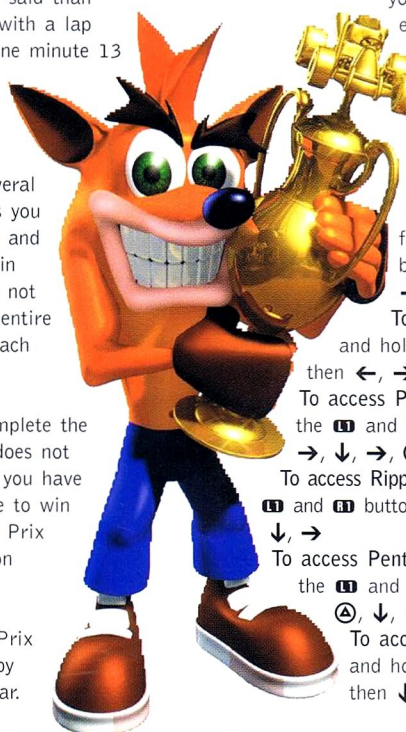
The Bosconian Cup – win all races in Grand Prix Mode using the Italian racing team Solvalou, driving a Terrazi or Age Solo grip type car.

The Dragon Spirit Cup – win all races in Grand Prix Mode using the American dig racing team, driving an Assuloto or Lizard drift type car.

## CRASH TEAM RACING

POWERLINE 02105

Enter these codes at the main menu correctly and you'll hear a dingling sound effect. They all work fine within the Time Trial, Arcade, Versus and Battle Modes.



To access Dr N Tropy, press and hold the **□** and **△** buttons, then use the following combination of buttons: **↓**, **←**, **→**, **↑**, **↓**, **→**, **→**

To access Pinstripe, press and hold the **□** and **△** buttons, then **←**, **→**, **△**, **↓**, **→**, **↓**

To access Papu Papu, press and hold the **□** and **△** buttons, then **←**, **△**, **→**, **↓**, **→**, **○**, **←**, **←**, **↓**

To access Ripper Roo, press and hold the **□** and **△** buttons, then **→**, **○**, **○**, **↓**, **↑**, **↓**, **→**

To access Penta Penguin, press and hold the **□** and **△** buttons, then **↓**, **→**, **△**, **↓**, **←**, **△**, **↑**

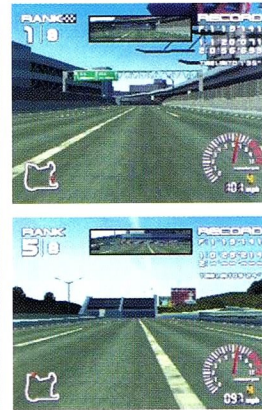
To access Komodo Joe, press and hold the **□** and **△** buttons, then **↓**, **○**, **←**, **←**, **△**, **→**, **↓**



A Bugs Life 01489  
 Abe's Exoddus 01480  
 Actua Soccer 00014  
 Actua Soccer 2 00021  
 Adidas Power Soccer 00189  
 Adidas Power Soccer '98 01239  
 Air Combat 00007  
 Alien Trilogy 00101  
 Allied General 00417  
 Animaniacs Ten Pin Alley 01717  
 Ape Escape 01564  
 Apocalypse 00460  
 APSI '97 00270  
 Assault 01244  
 Assault Rigs 00093  
 Asterix 01416  
 Atari's Greatest Hits - Volume 2 00712  
 Ayrton Senna Duel 2 01024  
 Baseball 2000 01935  
 Battle Arena Toshinden 00002  
 Battle Arena Toshinden 2 00232  
 Battlesport 00628  
 Blast Radius 01169  
 Blasto 01224  
 Blazing Dragons 00247  
 Bloodlines 01443  
 Bomberman World 01078  
 Brian Lara Cricket 00759  
 Broken Sword 00346  
 Broken Sword 2 00798  
 Bushido Blade 00899  
 Bust A Groove 01313  
 Bust A Move 2 00278  
 Cardinal Syn 01043  
 Cheesy 00053  
 Chronicles of the Sword 00165  
 Circuit Breakers 00753  
 City Of Lost Children 00170  
 Civilisation 2 01794  
 Colin McRae Rally 00477  
 Colony Wars 00860  
 Colony Wars Vengeance 01392  
 Contra: Legacy of War 00608  
 Cool Boarders 00568  
 Cool Boarders 2 00992  
 Cool Boarders 3 01615  
 Crash Bandicoot 00344  
 Crash Bandicoot 2 00967  
 Crash Bandicoot 3 01420  
 Def Con5: E.U. 00081  
 Destrega 01768  
 Destruction Derby 00008  
 Destruction Derby 2 00299  
 Devil Dice 01312  
 Discworld 2 00793  
 Disney's Hercules 00891  
 Doom 00132  
 Driver 01816  
 Duke Nukem: ATTK 01515  
 Eliminator 01364  
 ESPN Extreme Games 00063  
 Everybody's Golf 00983  
 Excalibur 2555 AD 00478  
 Extreme Snowbreak 00501  
 Fantastic Four 00548



Felony 11-79 00940  
 Final Fantasy VII 700867  
 Formula 1 00298  
 Formula 1 '97 00859  
 Formula 1 '98 01421  
 Formula Karts SE 00726  
 Forsaken 00745  
 Frank Thomas Big Hurt Baseball 00100  
 Frenzy 00784  
 Gex 00133  
 Gex 3D: Enter the Gecko 00596  
 Ghost in the Shell 01050  
 Global Domination 01419  
 G-Police 00082  
 G-Police 2 01625  
 GTA London 01714  
 Guardians Crusade 01793  
 Hardcore 4X4 00261  
 ISS Deluxe 00511  
 ISS Pro 00559  
 ISS Pro '98 01218  
 Int.Track & Field 00333  
 Jet Rider 00566  
 Jet Rider 2 01045  
 Jumping Flash 00003  
 Jumping Flash2 00111  
 Kingsfield 00510  
 KKND Krossfire 01246  
 Krazy Ivan 00084  
 Kurushi 00866  
 Lemmings 3D 00009  
 Libero Grande 01430  
 Lifeorce Tenka 00613  
 Live Wire 01332  
 Loaded 00013  
 Lomax 00451  
 Lone Soldier 00121  
 Lucky Luke 00943  
 Magic:The Gathering 00282  
 Master of Monsters 00244  
 Max Power Racing 01363  
 Mechwarrior 2 00340  
 Medieval 00311  
 Men in Black 01047  
 Metal Gear Solid 01370/11370  
 Mickey's Wild Adventure 00163  
 Micro Machines V3 00016  
 Monster Trucks 00314  
 Mortal Kombat 3 00060



Monster Seed 01540  
 Moto Racer 2 01184  
 Motor Toon GP2 00245  
 Motorhead 00556  
 Mulan Story Studio 01695  
 Myst 00218  
 N20 00809  
 Namco Museum Vol.1 00243  
 Namco Museum Vol.4 00701  
 Namco Soccer 00266  
 NBA In The Zone 2 00560  
 NBA Jam Tournament 00068  
 Newman Haas Racing 00933  
 NFL Blitz 01614  
 NFL Gameday 0219  
 NFL Xtreme 01490  
 NHL Face Off 00220  
 NHL Face Off '97 00392  
 Nightmare Creatures 00582  
 ODT 01391  
 One 00944  
 Overboard 00865  
 Pandemonium 00526  
 Pandemonium 2 00965  
 Pitball 00201  
 Pitfall 3D 00481  
 Pool Shark 01537  
 Porsche Challenge 00409  
 Powerserve 00118  
 Pro 18 World Tour Golf 01559  
 Project Overkill 00500  
 Psybadek 00929  
 Puma Street Soccer 01203  
 Rage Racer 00650  
 Raiden Project 00051  
 Rally Cross 00408  
 Rally Cross 2 01631  
 Rampage 2 02021  
 Rapid Racer 00394  
 Rapid Reload 00004  
 Rascal 00858  
 Ray Tracer 00741  
 Real Bout-Fatal Fury 00561  
 Re-loaded 00537  
 Return Fire 00177  
 Revolution X 00129  
 Ridge Racer 00001  
 Ridge Racer Revolution 00242  
 Ridge Racer Type 4 01706  
 Riot 00472  
 Roll Cage 01660  
 Rosco McQueen 00257

Spyro - The Dragon 01438  
 Star Trek™ Invasion 02068  
 Steel Reign 01023  
 Striker 96 00023  
 Suikoden 00527  
 Syphon Filter 01910  
 T'ai Fu 01460  
 Tarzan 01431  
 Tekken 00005  
 Tekken 2 00255  
 Tekken 3 01237  
 Tenchu 01374  
 Test Drive 5 01165  
 The Granstream Saga 01107  
 Time Crisis 00657  
 Total No. 1 00497  
 TOCA 00958  
 TOCA 2 01542  
 TOCA WTC 02572  
 Total NBA '96 00067  
 Total NBA '97 00623  
 Trap Runner 01628  
 Treasures Of The Deep 00850  
 Twisted Metal 00061  
 Twisted Metal World 00567  
 Vandal Hearts 00204  
 Versus 01104  
 Vigilante 8 01212  
 PowerBoat Racing 00931  
 V-Rally 2 01907  
 War Gods 00538  
 Warhammer 00028  
 WCW Nitro 01137  
 WCW/NWO Thunder 01663  
 Wild Arms 00321  
 Wipeout 00010  
 Wipeout 2097 00327  
 Worms 00119  
 WWF In Your House 00286  
 X-COM: TFTD 00077  
 Xevious 3D/G+ 00736  
 X-Games Pro Boarder 01556



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 YOUR GAME DISC  
 FOR INSTANT  
 GAME HELP**

**ACCESS THE  
 SOFTWARE  
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HONOUR 2, TOMB RAIDER  
CHRONICLES AND MORE!**

## ABE'S EXODUS

## ABE'S ODDYSEE

## ACTUA ICE HOCKEY

★ ACTUA SOCCER 2

**ACTUA SOCCER 3**  
Enter the code as your custom team name in the Team Creation screen:

Metal Heads  
Miss Wilko  
No Thanks  
Ozone Layer  
Prem Clubs  
Ram Raiders  
Rule Britannia  
Scouse Perms  
Shadwell Town  
Shame  
Sink Or Swim  
Sir Matt  
Spit N Spin  
Tea Total  
Tff Hobby  
Tff Teams  
Top Hats  
Valley Boys  
Wide Boys  
Wright Buy  
Yes Please

## AIR COMBAT

**AKUJI THE HEARTLESS**

ALIEN TRILOGY

## ALIEN RESURRECTION (NEW!!)

Cyborg Rovers  
Dud's Spuds  
Top 50 Babes 2  
Green House Test  
Bonus  
Derby Stars  
5 Nations Select  
Liverpool 77-98  
The Hardmen  
Doncaster Rovers  
Ledbury FC  
Busby Babes  
Actua Soccer Wel  
Arsenal 70-90  
Boat Racers  
Joke teams  
Big head mode  
Chalton Stars  
Gremlin Staff 1  
West Ham Stars  
Top 50 Babes 1

Research mode  
From the main menu, press: , , , , 

★ APE ESCAPE

### Beat Specter Easily

In Specter's first stage in the level MONKEY MADNESS use the Machine using your Super Hoop to smack him down.

**Hidden Mini-Game Boxers**  
You can get extra boxers on the Specter Boxing minigame by defeating them on Championship mode, although you'll have to run through it multiple times to get ALL of them.

**Peak-Point Matrix**  
To get to the secret board in Ape Escape, you must beat Specter during Monkey Madness and wait until the credits have stopped rolling at the end. Now go back to the Time Station and save. Now go back through the game and catch all the monkeys you missed. When you get your final one the Peak-Point Matrix will open up, where you will get to fight Specter for the last time, and finally catch him.

**Save A Life**  
As soon as you fall off a cliff press START then press EXIT. This will take you back to the time station with the same number of lives as you started the level.

## APOCALYPSE

Pause the game, hold **(II)**, and enter any of the following codes:





Level codes - **(Δ)**, **(↑)**, **(X)**, **(↓)**  
Invincibility - **(↓)**, **(←)**, **(→)**, **(Δ)**, **(↑)**, **(↓)**  
Full health - **(Δ)**, **(X)**, **(Δ)**  
All weapons - **(Δ)**, **(↑)**, **(↓)**, **(X)**, **(Δ)**  
Unlimited lives - **(Δ)**, **(X)**, **(Δ)**  
Bottomless falls - **(X)**, **(X)**, **(X)**, **(X)**, **(X)**  
Disable weapon and health display - **(↑)**, **(Δ)**, **(↑)**, **(X)**  
Debug mode - **(↓)**, **(Δ)**






## ANNA KOURNIKOVA'S SMASH COURT TENNIS







To view all the end sequences press **↑** four times, **↓** four times, **←** four times and **→** four times on Controller Two within four seconds when the phrase 'Press Start' appears on the main menu.



## ARMoured CORE

Press **□ + △ + START** – the game will be paused. Press **START** to resume the game with the new camera angle.

Fixed camera view — Press  +  +  — the game will be paused. Press  to resume the game with the camera fixed at the present location.

Alternate emblem backgrounds — Highlight an emblem and enter the edit screen. Then hold  +  +  +  and press .

Change pilot name — Enter the garage and highlight the "Change AC Name" option. Hold  +  +  +  →, then hold  and quickly hold .

Return to default view — To return to the default view, press  to pause the game and then press  to resume.

No limit bonus — Win over 100 sorties with a greater than 90% win complete or overall rating of 90% or more.

Unlimited leg weight points, core weight points and generator output points will be allowed. Note: Ignore the overweight warning.

Death bonuses —










## ASSAULT RIGS










During the game while playing, press **←, →, ←, ←, →, ←, →, →, ↑, ↓, ↑, ↑, ↓, ↑, ↓, ↓**.

Invincibility  
While playing, press ←, Fire, ←, Fire, ←←, Fire, →  
Fire, → Fire, Fire

[illegible]

## ASTEROIDS

Excalibur ship  
Hold  and press , , , , , , ,  when "Press Start" flashes at the title screen. The sound of an exploding asteroid will confirm correct code entry.

Level select  
Hold  and press , , , , , , ,  when "Press Start" flashes at the title screen. The sound of

an exploding asteroid will confirm correct code entry. Then press  +  during the game. Use the D-pad to start a new level and zone, as well as toggle collision detection. Press  to resume the game.

**Original Asteroids mini-game**

Hold  and press , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,

**AUTO DESTROY**

**Cheat mode**  
Pause the game and press **↑, ↓, ←, →, ↓, →, Ⓜ, Ⓜ, Ⓜ**. Select the "Cheat Menu" option and press the **ⓧ** button. Then enter one of the following codes to display the corresponding entry on the cheat menu:

Blood mode  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Immortal  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Swarmers X5  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Double laser  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 New York time trial available  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Tokyo time trial available  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Subway time trial available  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Choose mission  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Next mission  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Extra nitros  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Extra money  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Add 1 minute to time  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Invulnerable  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Infinite fuel  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 All time trials  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇  
 Car tune-up menu  
 ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

**Car Select**  
Enable the "Car tune-up menu" code. Then, press **←**, **0**, **→**, **0**, **←**, **0**, **→**, **0** at the car tune-up menu. A "Car start" option will appear on this screen, allowing bonus vehicles to be driven.

## AZURE DREAMS

Refill life  
Get in a corner and repeatedly press  + .

**Racetrack cheat**  
There are patterns in the race track that determines who wins. Save the game at mother's house, then go to the track. Buy ten tickets on any selection. Start the race and do not do anything. Find out the outcome of the race, reset, and return to the race track. Look at the odds of the previous race. Bet 10 tickets on that race. Start the race and do not do anything. Since the outcome will be the same, you should be able to pick out the winner when purchasing tickets.

**Hidden items**  
A monster named Barong will occasionally be encountered in the tower. Stand next to it, and throw an item at it. It will eat the item and spit out a completely new one, including special items found nowhere else in the game. One such item is a crossbow that can be used by troll monsters. Other things that may appear include uncommon items like blue and red sands. If you do not want the item that the Barong creates, simply pick it up and then throw it back at the creature again. This may be done several times before the Barona refuses to eat.







- 8 - RZ6MTG54Y  
9 - C99X345PC  
10 - EAYH0SNI  
11 - 45P50QXA0  
12 - MWLJPU955  
13 - SZMYPPPOF8  
14 - GTJ2PV460  
15 - 457ED7G0U

- NOD missions  
Mission - Password  
2 - C99FAXKW8  
3 - RZNLQZ3NL  
4 - W1954XWLF  
5 - W15DA6RS8  
6 - 8PH1MR53W  
7 - GTJKWQJDK  
8 - YKK424K3D  
9 - 874LCPUT4  
10 - A85HPAHXW  
11 - 0X3UK0P94  
12 - QGDUMSK2J  
13 - SZP9VDSB

- ★ **COMMAND AND CONQUER: RED ALERT**  
Cheat mode  
Click on the "Teams" button menu with , or the right Mouse Button. Then, move the pointer over the following icons on the tool bar and press  or the right Mouse Button on each.  
Instant victory -      
Instant A-Bomb -      
Parabomb -       
Convert ore to civilians -        
Change ore to crystals/gold -         
Instant Chronoshift -        
Reveal Map -      





























































- Soviet passwords  
Level - Password  
1 - 17DUXFJ6C  
2 - VMBWQZ84  
3 - XN37MCCS0  
4 - LH06FZZQL  
5 - BUUV20LFF  
6 - AVYQ10YAB  
7 - LZRJTMQAN  
8 - YQX4C9GFH  
9 - IQES08LE0  
10 - RKP0U0XJA  
11 - CDLKYL7Q4  
12 - 8TSGGDK25  
13 - X5CDE0KN8

- Allied passwords  
Level - Passwords  
1 - LZ9SE4HPN  
2 - F60WEU900  
3 - EC5NAHTU  
4 - 9BFVYZA28  
5 - P4XS4CZVC  
6 - FMNAE6U08  
7 - 7XIQW4KQ1  
8 - WPLAGLJ2G  
9 - 4TNT8RJ21  
10 - FZ0ZY7ZQA  
11 - X9FJZVJZ1  
12 - 5RNHTXLRY  
13 - J7VEWVT09  
14 - 0LHDAPYHL  
15 - 17LE3FDV

- COMMAND AND CONQUER: RETALIATION**  
Giant Ant missions  
Complete the game once. Now go to England to access the Giant Ant missions.  
Cheat mode  
Click on the "Teams" button menu with , or the right Mouse Button. Then, move the pointer over the following icons on the tool bar and press  or the right Mouse Button on each.  
Instant Iron Curtain -      
Reveal Map -      
Instant Parabomb -       
Instant Chronoshift -       
Ore turns to people -        
Instant \$1000 -        
Instant Win -        
Instant Defeat -        
Instant A-Bomb -        
Named Civilians -      

- COOL BOARDERS**  
Extra Grabs  
To do extra grabs press and hold a direction and R1 or R2. You should do either a backside grab, frontside grab, stalefish, japan, mute, or an indy grab. R1 is a tail grab and R2 is a nose grab.  
High-Pitched Announcer  
At the Options screen, press Select 40 times.  
Snowman  
Before you can do this code you have to beat the special stage. After you beat the special stage in all three categories you will have access to the snowboarder "Snowman". Start a new game, choose the best Alpine board with Up, Circle, and Triangle.  
Special Course  
To access the special course, beat every course in all categories.

- COOL BOARDERS 2**  
Alternate clothing

- Highlight the "Competition" option on the main menu and press                                                              















N20

## NASCAR '99

## NBA IN THE ZONE 2

NBA JAM EXTREME

NBA LIVE '99

## NEED FOR SPEED 2

### NEED FOR SPEED 3: HOT PURSUIT

## NEED FOR SPEED: ROAD CHALLENGE

★ NFL BLITZ

NFL GAMEDAY '98

NFL GAMEDAY '99

★ NHL '98

NHL '99

NHL FACE OFF '98

## NIGHTMARE CREATURES

**F2**, **F3**, **SELECT**. A sound will confirm correct code entry.

## NINJA

092  **OFFICIAL UK PLAYSTATION TIPS**  09064 765 765



## NUCLEAR STRIKE

Enter the following codes on the password screen

Recon mode	EAGLEEYE
Easy mission 1	AVENGER
Five continues	WARRIOR
Previous mission	ANDREAS
Unlimited lives	LAZARUS
Unlimited weapon refill	GOPOSTAL
Fly further	MPG
Unlimited ammunition, armour, fuel	PACKISBACK
Move faster	WARPDRIE
View Future Strike FMV sequence	COMMERCIAL

Level	Password
1	JUNGLEWAR
2	CUTTHROATS
3	COUNTDOWN
3B	PLUTONIUM
4	SABREJET
5	ARMAGEDDON



## O.D.T.

Enter these at the password screen:

Pause the game and enter following codes:

Full energy	← → ← →
Full ammunition	← → ↑ ↓
Full mana	← → ↑ ↓
Upgrade magic	↓ ↑
Upgrade weapon level	→ ↑ ↓
Full experience	← → ↑ ↓

At the main menu, to play as Sophia  
Press **↑, ↓, ←, →**

At the main menu, to play as Karna  
Press **↑, ↓, ←, →**

## ONE

Level select  
HEVYFEET  
All weapons  
MAXPOWER  
Debug mode  
HEYBUDDY as a password. Options to select a stage, section, invincibility, all weapons, and removing all pause text will now appear.



## PANDEMONIUM

Level select  
Enter BORNFREE as a password.  
Invincibility  
Enter HARDBODY as a password.  
31 lives  
Enter VITAMINS as a password.  
Extra hearts for health  
Enter CORONARY as a password.  
Immortal enemies  
Enter EVILDEAD as a password.  
Rotate screen  
Enter TWISTEYE as a password. Hold **↑** and **↓** and press **←** or **→** to rotate the screen. Press **↓** to return to normal.  
Restart without quitting  
Enter INANOUT as a password. This allows you to quit mid game and return to the level select screen to continue or restart on another level. To return to the main screen, repeat the quit procedure on the level start screen.

Warp body  
Enter THETHING as a password. Hold **↑** and **↓** to cycle through different body shapes. Press **↑** and **↓** to return to normal.  
Switch characters  
Enter BODYSWAP as a password. Press **↑** during the game to switch characters.  
Special weapons  
Enter OTTOFIRE as a password. Allows access to special weapons that never run out of power.  
Pinball screen  
Enter TOMMYBOY as a password. Finish a level to reach a pinball screen. Note: this cannot be combined with the bonus screen code.  
Bonus screen  
Enter CASHDASH as a password. Finish a level to reach a bonus screen. Note: this code cannot be combined with the pinball screen code.

**PANDEMONIUM 2**  
Enter these at the password screen:

31 lives	IMMORTAL
Invincibility	NEVERDIE
Full health	HORMONES
Level Select	GETACCES
Weapons	MAKMYDAY
Rolling camera view	GONAHURL
Speed mode	SKATBORD
Mutant mode	GENETICS
Psychedelic textures	ACIDDUDE
Regenerating monsters	JUSTKIDN

## PARAPATHE RAPPER

Bonus level  
Complete each level with a "Cool" rating. A bonus level with Sunny Funny and Katy Kat dancing on a table will be accessible.  
Change PaRappa's voice  
Complete the first two levels with a "Cool" rating. Press **↑, ↓, ←, →, ↑, ↓, ←, →** and finish the next level as usual. On the level 4, press **↑, ↓, ←, →** to allow PaRappa's voice to be changed. Hold **↑** and press **↑** or **↓** to cycle through the voices of the other characters.  
Play as Sunny or the Ninja  
Complete the level 1 with at least 3000 points and a "Cool" rating. Complete level 2 with a "Good" rating, but with the "Cool" status flashing. This occurs if the score is 1025 points. Complete levels 3 and 4 with over 2000 points on each, and a "Good" rating. Complete level 5 with at least 4000 points and a "Cool" rating. Finally, complete level 6 with at least 2000 points and a "Cool" rating. The choice of playing as Sunny or the Ninja will appear when starting the next game.  
Bonus background image  
Hold **↑** and keep rapping on any level.

## POCKET FIGHTER

Fight as Akuma  
Highlight Ryu on the character selection screen and press **←**.  
Fight as Dan  
Highlight Ken and press **→**.  
Quick rematch  
Hold **↑, ↓, ←, →, ↑, ↓, ←, →** after a match.  
Alternate Chun-Li taunt  
Select Chun-Li and fight Felicia. Instead of having her "Gomen Nasai!" taunt, she will wave a cat toy. Useless but fun.

## PORSCE CHALLENGE

Cheat menu  
Press **↑, ↓, ←, →** at the main menu. The sound of a laugh will confirm correct code entry.  
Unlimited attempts  
Quickly press **↑, ↓, ←, →, ↑, ↓, ←, →** at the main menu. Laughter confirms correct code entry.  
Test driver available  
Quickly press **→, ←, ↑, ↓, ←, →, ↑, ↓, ←, →** at the main menu. Laughter confirms correct code entry.  
Test drive black Porsche  
Quickly press **→, ←, ↑, ↓, ←, →, ↑, ↓, ←, →** at the main menu. Laughter confirms correct code entry.  
Fish eye lens view  
Press **↑, ↓, ←, →, ↑, ↓, ←, →**  
Tune test driver  
Press **←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
Player's car jumps  
Press **↑, ↓, ←, →, ↑, ↓, ←, →**  
All cars jump  
Press **↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
Crazy race  
Quickly press **↑, ↓, ←, →, ↑, ↓, ←, →** at the main menu. The sound of a laugh will confirm correct code entry  
Invisible car  
Press **↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →** at the main menu.  
Super car  
Press **↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
Hyper car  
Quickly press **↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
Laughter confirms correct code entry.  
Mirror mode  
Press **←, →, ↓, ↑, ←, →, ↓, ↑, ←, →**  
Interactive tracks  
Quickly press **↓, ↑, ←, →, ↓, ↑, ←, →** at the main menu. Laughter confirms correct code entry.  
Long tracks  
Quickly press **↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
High voices  
Quickly press **↑, ↓, ←, →, ↑, ↓, ←, →** at the main menu.

## PREMIER MANAGER '99

Super players  
Enter MATT IS GOD as a name.



## R-TYPE DELTA

Refill Force power  
Press **↑** to pause the game. Then, hold **↑** and press **←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**.  
Red power-up  
Collect a Force Pod, then press **↑** to pause the game. Then hold **↑** and press **←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**.  
Blue power-up  
Collect a Force Pod, then press **↑** to pause the game. Then, hold **↑** and press **←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**.  
Yellow power-up  
Collect a Force Pod, then press **↑** to pause the game. Then, hold **↑** and press **←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**.  
Level select  
Use the bombs more than 10,000 times, or complete the game on the Normal difficulty setting. A "Stage Select" option appears when this is completed.

## Extra credits

Accumulate over three hours of the game to increase the number of credits to nine.  
Unlimited credits  
Accumulate over six hours of the game to unlock a "Free Play" mode.  
Power Armour  
The Power Armour is the best jet in the game. It can be accessed by successfully completing the game under the "Normal" or higher difficulty setting, or by playing the game over 100 times.

## R-TYPES

Level select  
Highlight either the "R-Type" or "R-Type II" options at the title screen. Quickly press **↑** ten times then **↑** ten times. Begin the game and press **↑**. Any level, including the ending FMV sequences, may now be accessed through the "Stage Select" option.  
Speed select  
Press **↑** to pause the game in R-Type or R-Type II. Hold **↑** and press **→, ↑, ↓, ←, ↓, ←, ↓, ←**. Then, press **↑** to increase or **↓** to decrease speed.  
All weapons  
Press **↑** to pause the game in R-Type or R-Type II. Hold **↑** and press **→, ↑, ↓, ←, ↓, ←, ↓, ←** followed by one of the following buttons for various weapons: **△, ○, □, ×, ←, →, ↑, ↓**.

## RAGE RACER

Unlimited money  
Complete Normal GP mode game (all classes) and allow the credits to complete. Save game in a new slot. Play Extra GP mode, class 1, and start the only car available. Select the "Race Start" option and press **↑** during the countdown prior to the start of the race.  
Select the "Retire" option to quit without using an attempt. Enter Normal GP mode again, and select class 1 for unlimited money.  
Reversed tracks  
Select the "Race Start" option and hold **↑** and **↓** until the race begins. The track will be a mirror image of the originally started track.  
Rear view mirror  
Pause the game and press **△** or **○** or **□** or **×** to remove the rear view mirror. Repeat the code to restore the mirror.

## RALLY CROSS 2

Enter the following codes as your name, press **↑** to accept, then select single race.  
Rally Cross Oasis track - SISAO  
Rally Cross Jungle track - ELGNUM  
Little Woods track - FOSTER  
Frozen Trail track - NIVEK  
Dusty Road track - MIT  
Rock Creek track - KCIN  
Dry Humps track - CIRE  
Hillside track - BSIRHC  
Low gravity - AIRFILLED  
Original Rally Cross game physics - LEADSHOT  
Restore Rally Cross 2 game physics - MOONEY  
Disable collision detection - INCORPOREAL  
Veteran level tracks and cars - PREVET  
Pro level tracks and cars - PREPRO  
All tracks and cars - PREALL  
Most tracks; all difficulties and cars - MOOBMOOB

## RAMPAGE 2: UNIVERSAL TOUR

Different Characters  
George - SM14N  
Myku - SAVRS  
Lizzie - NOT3T  
Ralph - LVPVS  
Alien - B1G4L

## RAPID RACER

Enter the following codes as your name: (The \_ indicates a space)  
Unlock all boats - \_boa  
All cars become ducks - \_gak  
Unlock Hurricane boat - \_hurr  
Unlock the Fractal Track Generator - \_frac  
Unlock all day tracks - \_day  
Unlocks all night tracks - \_nit  
Unlocks all mirror tracks - \_rim  
Win every race - \_winr

bxt - Porsche boat. (Load up a saved Rapid Racer game, making sure you have a Porsche Challenge save game on your memory card first. Now enter this name to unlock the craft.)

## RASCAL

Level and room select  
Enter HOUSE as a password and begin the game. Press **↑** during the game to select a new level or **↓** to choose a room.  
Alternatively, hold **↑** and press **↑** during the game to choose a level or **↓** to pick a room.

## REBEL ASSAULT II

Enter the following codes as passwords:  
All levels, easy difficulty:  
**↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
All levels, medium difficulty:  
**↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
All levels, hard difficulty:  
**↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
Level select  
**↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
View FMV sequences:  
**↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**

## Master mode:

Extra ammunition  
**↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
Hard mode:  
**↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**  
Ending winning credits (with cantina music):  
**↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →**

## RE-LOADED

Extra ammunition  
Pause the game and hold **↑** and **↓** for approximately ten seconds, until the red cursor can not be moved by the D-pad. While those buttons are held, press **△, ←, ←, ←, ○, △, ↓**. An option to refill your ammunition will appear when the game is paused.  
Restore health  
Pause the game and hold **↑** and **↓** for approximately ten seconds, until the red cursor can not be moved by the D-pad. While those buttons are held, press **↓, →, ←, →, ↓, ↓**. An option to restore your health will appear when the game is paused.  
Level skip  
Pause the game and hold **↑** and **↓** for approximately ten seconds, until the red cursor can not be moved by the D-pad. While those buttons are held, press **←, △, ○, →, ○, △, ↓**.  
Weapon power-up  
Pause the game and hold **↑** and **↓** for approximately ten seconds, until the red cursor can not be moved by the D-pad. While those buttons are held, press **←, ↑, △, ○**. An option to power **↑** the weapons will appear when the game is paused.  
Play as Fwank  
Highlight Mamma and press **↑, ○, ↓, ↓, ↓, ↓, ○, ↓, ○**. A red balloon will appear over Sister Maaple to confirm that the correct code has been entered. Move the pointer to her spot and Fwank will be playable.

## R. RESIDENT EVIL

Change clothes  
Finish the game and hold **↑** and **↓** for approximately ten seconds, until the red cursor can not be moved by the D-pad. While those buttons are held, press **←, ↑, △, ○**. An option to power **↑** the weapons will appear when the game is paused.  
Play as Fwank  
Highlight Mamma and press **↑, ○, ↓, ↓, ↓, ↓, ○, ↓, ○**. A red balloon will appear over Sister Maaple to confirm that the correct code has been entered. Move the pointer to her spot and Fwank will be playable.

## RESIDENT EVIL: DIRECTOR'S CUT

Double items  
Highlight the "Arrange" option on the game mode screen and hold **→** until the pointer turns green. Begin the game and double the normal amount of items, including ink ribbons and ammunition, will be available. Note: This does not effect other items, such as health sprays or herbs.  
Change clothes  
Finish the game rescuing both other characters, and you'll get the Special Key. Now go into the room with the big mirror, which is next to the double blue doors on the ground floor of the mansion. Explore in here, and you'll use the Special key and enter a wardrobe, where you can change your clothes.  
Reset game  
Pause the game during play and press **↑** and **↓**. The game will reset and return to the main menu.  
Unlimited rocket launcher  
Finish the game in under three hours

## ROLE PLAYING GAME OF THE MOMENT!

Name: **Monster Rancher**  
Publisher: **SCEE**  
Issue: **OPM64**  
Score: **8/10**  
Game type: **Monster trainer**

Breeding monsters and getting them to fight. Sound familiar? Hmm, there's no Psyduck in sight in this genius effort – ram a CD in your 'Station and it'll create a beastie depending on the tunes. There are over 400 different types, but each variety will have a unique blend of abilities and personality. Once you've got a squad together, train them up and get them to battle it out. Simply brilliant!

## Unlimited rocket launcher

Complete the game in under three hours  
Colt Python with infinite ammo  
Select "Arrange" mode and complete the game rescuing both other characters on the way. The unlimited magnum will be available when the game is replayed. This weapon makes it easier to complete the game in under three hours for the unlimited rocket launcher, at which point both weapons will be available for another game.  
Auto aim  
Instead of having to turn around manually to shoot the zombies, hold **↑** and your character will automatically aim their gun at the nearest zombie/danger. Tap **↑** while continuing to hold **↑** to have your character re-adjust his or her aim. This is a much faster way to fight quick enemies, and saves ammunition from missed shots.

## R. RESIDENT EVIL 2

Alternate uniforms  
Set the game difficulty to normal and make your way to the Police Station without picking anything up. There will be a new zombie in the underpass. It's Brad Vickers, the helicopter pilot from Resident Evil! Kill him, then search his body for the special key. Use on the Dark Room locker for alternate costumes.  
Infinite Rocket Launcher  
Finish the first scenario in under three hours with a grade A or B.  
Infinite Sub Machine Gun  
Finish the first scenario in under 2 1/2 hours, with a grade A or B.  
Infinite Gatling Gun  
Finish the second scenario in under three hours with a grade A.  
All three  
Finish the second scenario in under 1 1/2 hours with a grade A.  
Auto-aim  
Select "Options" from the main menu or press **↑** during the game. Then, enter the "Key Config" screen, select "Type C" and then select. "Exit". The quick auto-aim feature should now be enabled. Hold **↑** to aim Leon or Claire to pivot and aim at any zombie they see, and press **↑** while holding **↑** is held to change targets. Note: You still have to hold **↓** to aim at crawling zombies and **↑** to aim at high-targets.  
Hunk scenario  
Complete the first and second scenario both with a grade A. Now play The Fourth Survivor scenario.  
Tofu scenario  
Finish the first and second scenario three times each, all with grade A's, getting all the other secrets along the way. Tofu's mission is the same as Hunk's, he must get from the sewers to the crashed helicopter. Rebecca Chamber picture  
Search the desk on the left side of the S.T.A.R.S. office. The phrase "It's trashed, someone must have searched it" will be displayed. Repeatedly search the desk approximately fifty times until a roll of film is found. Take the film and develop it in the photo lab to see a picture of Rebecca in a basketball uniform.

## R. RIDGE RACER

Extra cars  
Destroy all the ships during the Galaga game that appears during the loading time to have eight additional cars available. The word "Perfect" will appear on the Galaga screen to confirm this  
Extra tracks  
Finish all four tracks in first place for access to four additional tracks. The new tracks are reverse versions of the original tracks.  
Flag track  
Hold **↑** and **↓** and use the D-pad and other controller buttons to rotate and resize the flag. Press **↑** for a transparent flag.  
Spinning cars and tracks  
Hold **↑** or **↓** during the car and level selects screens to rotate them.  
Race on mirror image of track  
From the selecting line, turn the car around after reaching 60 mph. This should be before the first curve on an extra track, or before merging into the main track on a normal track.  
Drive through the brick wall at the start and race the track backward.  
Drive the Galaxian 13 car (black Lamborghini)  
Finish first in the first four tracks. Play the Time Trial track again and beat the Galaxian 13 by finishing first. If the Galaxian 13 passes your car in the first lap, it will lie on the side of the road and wait for you to pass. However, it will not do this on the subsequent laps. Race without hitting anything.

## RIDGE RACER REVOLUTION

Homing laser in Galaga '88  
Hold **↑** and **↓** as the PlayStation is powered on. By keeping these buttons pressed, a perfect score can be obtained in Galaga '88.  
Small cars  
Use the "homing laser" cheat to clear the Galaga '88 game with a perfect forty shot game. Small cars may be raced, with a child as commentator.  
Extra cars  
Shoot all the ships during the Galaga '88 loading game (a perfect score is not required), to chose from eight additional cars.  
Secret cars  
Finish first in each track (novice, advanced, and expert), then return to race each track in Time Trial















## Weapon list

Press **□** + **↓** to select weapons from a list instead of a group of icons. A loud noise will confirm correct code entry.

## Select view

Hold **↑** and press **□** during the game in one player mode to switch to a helicopter and an overhead view. In two player mode, this will select how the screen is split. Choose to select required view.



## V-RALLY

### Cheat Mode

When Infogrames logo appears on the white intro-screen, quickly press **↑**, **↓**, **△** + **○**. The words "Lock Off" should appear. After that, enter any of the following codes to modify the game. Hold the final button (**□**, **△**, etc.) until you've selected your language, then release everything and get ready to roll.

### Effect Code

No time limit **←**+**□**

18 extra narrow tracks **←**+**△**

Lets you restart in Arcade mode **←**+**△**

All cheats **←**+**△**+**□**+**△**

## V-RALLY 2

### Unlock everything

Go to the option screen then press **○** when Game Progression is highlighted. Type in the following while on the menu screen:

**□**, **△**, **←**, **→**, **←**, **→**, **↑**, **↓**, **↓**, **↓**, **△**, **○** + **□** (at the same time).

Now press **○** over every box on the game progress page. A dong sound will confirm that you have entered the correct code.

## VICTORY BOXING

### Secret boxes

In Open Style, fight until you are champion to access a Jack-In-The-Box boxer. Defend the championship title five times

to access Snake.

In Peek-A-Boo, fight until you are champion to access Kiki and Mimi. Defend the championship title five times to access Edward King (the promoter).

In Peek-A-Boo, fight until you are champion to access Roboxer. Defend the championship title five times to access Carrie.

## VIGILANTE 8

Enter the following codes as passwords

All standard characters

GANGS\_ALL\_HERE

Alien character

INVITE\_VISITOR

Factory and Secret Base levels

SECRET\_LOCALESS

All characters, alien character, both bonus levels

GIMME\_DA\_WORKS

Bonus characters and levels

WMNNWLHTSCUCLH

Big wheels

MONSTER\_WHEELS

Homing missile power-up

DEADLY\_MISSILE

Low gravity

REDUCE\_GRAVITY

No enemies

GO\_SIGHTSEEING

Invincibility

I\_WILL\_NOT\_DIE

View FMV sequences

SEE\_ALL\_MOVIES

Two of same vehicle in two player mode

SAME\_CHARACTER

Expert mode

HARDEST\_OF\_ALL

Slow motion mode

SLOW\_MOTION\_ON

## VR POWERBOAT RACING

Enter the following as passwords

Champion mode

CUP

Bonus monohull boats

PLA

Minnow-class catamaran boats

MIN

Pike-class catamaran boats

IKE

Barracuda-class catamaran boats

CUD

Slalom level

L.R

Mine level

U.G

Enter the following codes as your name

Fast boats

ZOOOOOM

Mini-boats

COMPACT

Elongated boat

LONGONE

## Large engines

LARGE

Automatic turbo collection



## WARCRAFT 2

Press **▶** during the game and select the password option from the following list:

Win entire game - GLTTRNG - Win entire game

5000 oil - VLDZ

All spells, full mana - VRYLTTL

Disable complete victory - NVRWNNR

Disable magic traps - NGLS

Display full map - NSCRN

Faster woodchopping - HTCHTXNS

Flashing red line background - NTPRF

Full upgrades - CKMT

Highlight the one player strength - TSGDDYTD

Level skip - NTHCLNS

Lose game - PTLWRM

Quick building and upgrade - MKTS

Win entire game - THRCBNLYN

## WARHAMMER II: DARK OMEN

Enter the following codes at the deployment screen, then select the resume option:

Battle skip - **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**

Money - **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**

Instant death - **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**

Fast reload - **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**

Select opponent - **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**

Small heads - **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**

All cheats

Highlight the spare book in the caravan. Then hold

**▶** and press **□**, **△**, **□**, **△**

View FMV sequences

Enter these codes at the main menu.

The Black Grail - **←**, **△**, **□**, **△**, **□**, **△**

Carinstein and Jewel - **△**, **△**, **△**, **△**, **△**, **△**

The Hand of Nagash - **△**, **←**, **△**, **↑**, **↓**, **←**

Liber Mortis - **○**, **△**, **○**, **→**, **△**, **○**

Victory - **○**, **→**, **○**, **→**, **△**, **○**, **→**

Long March - **△**, **△**, **△**, **△**, **←**, **△**

## WARGAMES

### Invincibility

**□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**

View FMV sequences

Hold **△** and continuously tap **▶** before the title screen appears.

W.O.P.R. level select

Select two player W.O.P.R. cooperation mode. Highlight and select level two, then enter **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△** as a password. Return to the

main menu and select single player W.O.P.R. mode. Demo level

**○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**

## WARZONE 2100

### Cheat Codes

Before you start entering any cheats though, you must enter the opening code. For this put a pad in the second slot then turn the machine on. Keep **▶** held down until the main menu appears on your screen. Now press **□** **△** **□** **△** **□** **△** to enable cheat mode. This will open the cheat menu for campaigns two and three and will allow you to enter the other cheats as well. All codes should be entered with the second pad while the game is still taking place. Just make sure you use a normal non-Dual shock pad or they won't work.

Additional Structures

Additional Units

All items

Infinite Power

Instantly Finish Current Research **↓**

Level Skip

Super Unit Strength

Weak Unit Strength

God Mode

While playing a game, press **△** Note: Using this cheat will also reveal all the hidden objects.

## WCV NITRO

Unlock single set of wrestlers

Press **△**, **△**, **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△** at the options screen. Then, highlight a wrestler at the character selection screen and press **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**. All three hidden wrestlers related to that wrestler will be unlocked.

Unlock all wrestlers

Press **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**

**□**, **△**, **□**, **△**, **□**, **△** at the character selection screen. A sound will confirm correct code entry. All forty-eight bonus wrestlers will now be available.

Ring select

Press **□**, **△**, **□**, **△**, **□**, **△** at the options screen. A sound will confirm correct code entry. Press **▶** to display the next ring in the series.

More rings

Press **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△** at the options screen. The Graveyard, Spaceship, Circus, Hive, Turbo, Wunderland, Boudoir, Hall of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas rings will now be selectable.

Hidden rants

Highlight any wrestler at the character selection screen. Press **○** to hear his comments.

## WILD ARMS

### Multiple items

This trick works when only one of the item to be duplicated is present. Enter a battle and perform the following actions.

- Have the first character use a healing item, such as a berry or medicine.
- Have the second character also use the same healing item.
- Have the final character exchange the positions of the healing item and the item to be multiplied in the inventory. Then, have Rudy use the healing item. After winning the battle, the inventory will contain 255 of the item you chose to multiply.

## WIPEOUT

### Secret track

Highlight the one player option on the menu screen. Hold **□** + **□** + **→** + **▶** + **○** + **○**, then press **○**. A secret track called Firestar will be available at the bottom of the track list.

Rapier class

Highlight the one player option on the menu screen.

Hold **□** + **□** + **←** + **▶** + **▶**, then press **○** to select the new option. Rapier class is now available.

## WIPEOUT 2097

### Animal ships

Hold **□** + **□** + **▶** + **▶** while the game is loading. Keep the buttons pressed until the menu appears. The vehicles will be changed now to a bee, snail, pig, flying saucer, and also a shark.

### Challenge I mode

Enter **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**.

**△**, **○**, **△** as a password.

### Challenge II mode

Enter **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**.

**○**, **△**, **○** as a password.

### All tracks

Hold **□** + **□** + **▶**, then press **○**, **△**, **○**, **△**, **○**, **△**

at the main menu. All tracks, including the secret Phantom class vehicle will be accessible.

### Unlimited energy

Press **▶** to pause the game. Hold **□** + **□** + **▶**, then press **△**, **○**, **△**, **○**, **△**, **○**, **△**, **○**.

### Unlimited time

Press **▶** to pause the game. Hold **□** + **□** + **▶**, then press **△**, **○**, **△**, **○**, **△**, **○**, **△**, **○**.

### Unlimited weapons

Press **▶** to pause the game. Hold **□** + **□** + **▶**, then press **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**.

### Machine gun

Press **▶** to pause the game. Hold **□** + **□** + **▶**, then press **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△**.

### PhantomI class

Hold **□** + **□** + **▶**, then press **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△** at the main menu. The Phantom class vehicle will be accessible.

### PiranhaI team

Hold **□** + **□** + **▶**, then press **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△** at the main menu.

### PiranhaI craft, and more

Hold **□** + **□** + **▶**, then press **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△** at the set-up screen. The Piranha craft, all tracks, and a gold award on all tracks will be available.

Vostok Island and Spilskinanke hidden tracks Hold **□** + **□** + **▶**, then press **○**, **△**, **○**, **△**, **○**, **△**, **○**, **△** at the main menu. Phantom class, extra Piranha Craft, Vostok Island and Spilskinanke tracks are all accessible.

## Wipeout 3

Now there aren't too many cheats for *Wip3out*, but when they are as useful as these you don't need any more. All the codes are entered in the player's name option. Go to Options Menu, and then select the Game Setup screen. Once there tap these in as the Default Name.

## WIZZIG

AVINIT

JAZZNAZ

NOWHEELS

GEORDIE

## MOONFACE

CANER W

## THE HAIR

BUNTY

BEDEDEE

## DEPUTY

## WORLD CUP '98

### Classic games

Win the World Cup using any team, then select the "World Cup Classics" option from the main menu. Win the World Cup again using either classic team to unlock the next classic match. The classic games are unlocked in the following order:

Uruguay vs Argentina (1930)

Italy vs Hungary (1938)

Uruguay vs Brazil (1950)

West Germany vs Hungary (1954)

England vs West Germany (1966)



COMING UP  
NEXT ISSUE **ISSUE 19**

# NEXT ISSUE...

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**FEAR EFFECT 2:  
RETRO HELIX**

**ISS PRO  
EVOLUTION 2**

**MATT HOFFMAN'S  
PRO BMX**

**COMMANDOS 2**

**BLACK & WHITE**

**FINAL FANTASY IX**

PlayStation 2

**LEGACY OF KAIN:  
SOUL REAVER II**

**UNREAL TOURNAMENT**

**GRAN TURISMO 3**

**WIPEOUT FUSION**

**PROJECT EDEN**

**ZONE OF ENDERS**

**BUFFY THE VAMPIRE  
SLAYER**

OFFICIAL UK  
**PlayStation Tips**

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shops? Then call Regina  
Erak on 01225 442244!

**PLUS! FINAL FANTASY IX  
COMPLETE WALKTHROUGH!**

**LOOK OUT FOR ISSUE 19 ON SALE APRIL 17TH!**

Due to circumstances beyond our control, contents are subject to change



KICK  
ME

Poor old Crash, everybody's after him. If you play as Crash or even against him, you are in for one hell of a free for all. You and three friends must drive tanks, fly saucers and ride polar bears whilst trying to annihilate each other. Fighting, pushing, cheating – whatever it takes – must be used to emerge victorious and be crowned champion. You can even kick.

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



△○×□

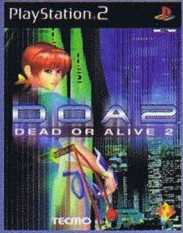


[www.uk.scee.com](http://www.uk.scee.com)





PlayStation 2



What are friends for? Why, pummeling through walls, drop kicking down stairs and hammering through floors, of course. Dead or Alive 2 brings a whole new meaning to redecorating your environment. For really big jobs may we suggest the four player option. Just remember to tidy up after yourself. [www.uk.scee.com/DOA2](http://www.uk.scee.com/DOA2)

HOLDS UP CEILINGS/  
FRACTURES SKULLS.

KEEPS FEET WARM/  
SOAKS UP BLOOD.

LETS LIGHT IN/  
LETS PEOPLE OUT.

